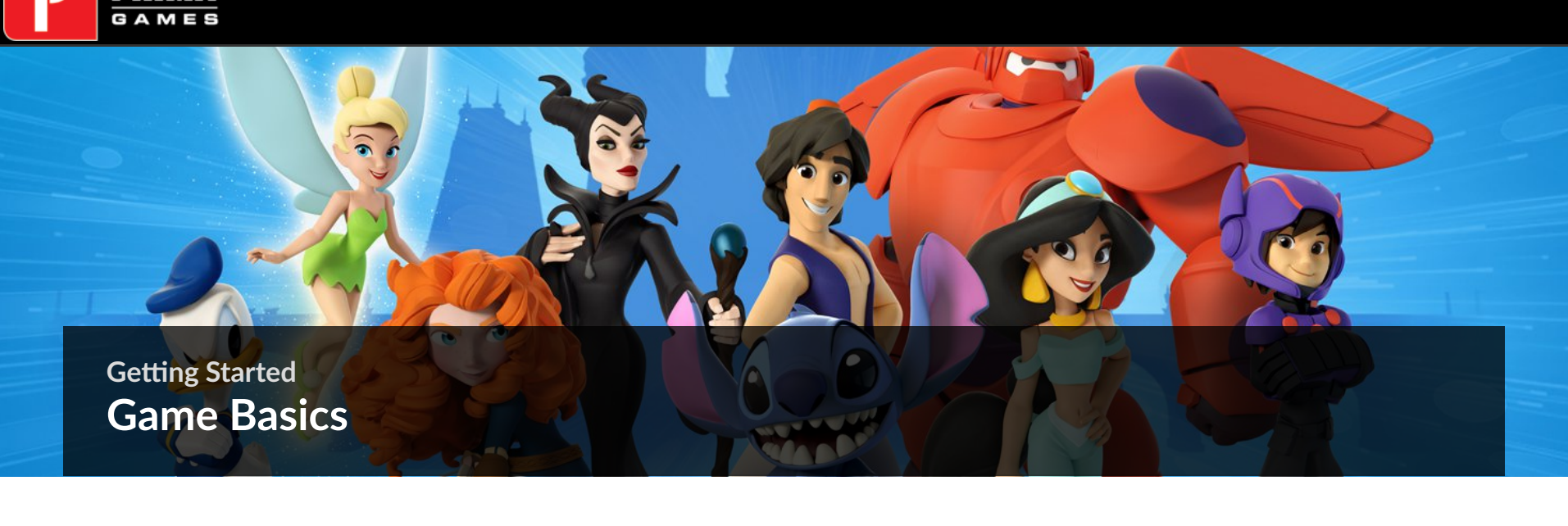
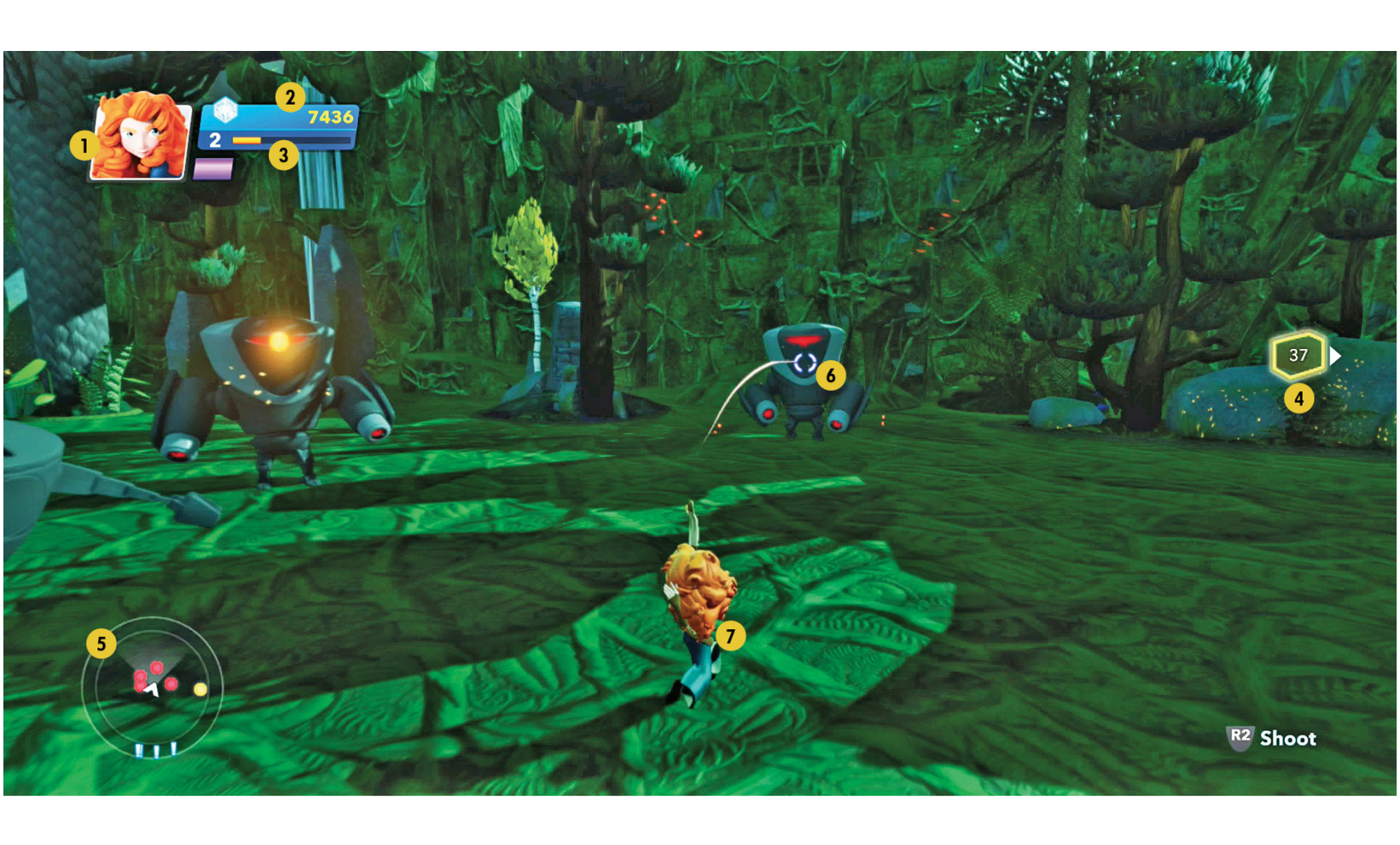


Getting Started

Game Basics

Disney Infinity: Toy Box 2.0 Edition is a huge game with infinite possibilities. The Toy Box is a key feature of the game, and it can be somewhat daunting at first as there is so much to do. However, before we begin exploring the Toy Box, let's take a look at the basics of playing the game.

YOUR SCREEN



1. **Character Portrait:** A picture of the character currently in use.
2. **Blue Sparks:** You accumulate these from breaking open blue capsules and as rewards at the end of a mission. Spend them in the Toy Box on cool toys and accessories.
3. **Level:** The number shows your current level, and the bar displays your progress toward the next level.
4. **Objective Marker:** A mission marker that pinpoints distance and location for your next objective.
5. **Mini-Map:** A radar map showing the direction you're facing. Various points of interest display on the map, such as objectives as yellow dots and challenges as green dots.
6. **Targeting Circle:** This is where you are pointing. Very important for ranged combat and locking on to targets.
7. **Your Character**.

MOVEMENT

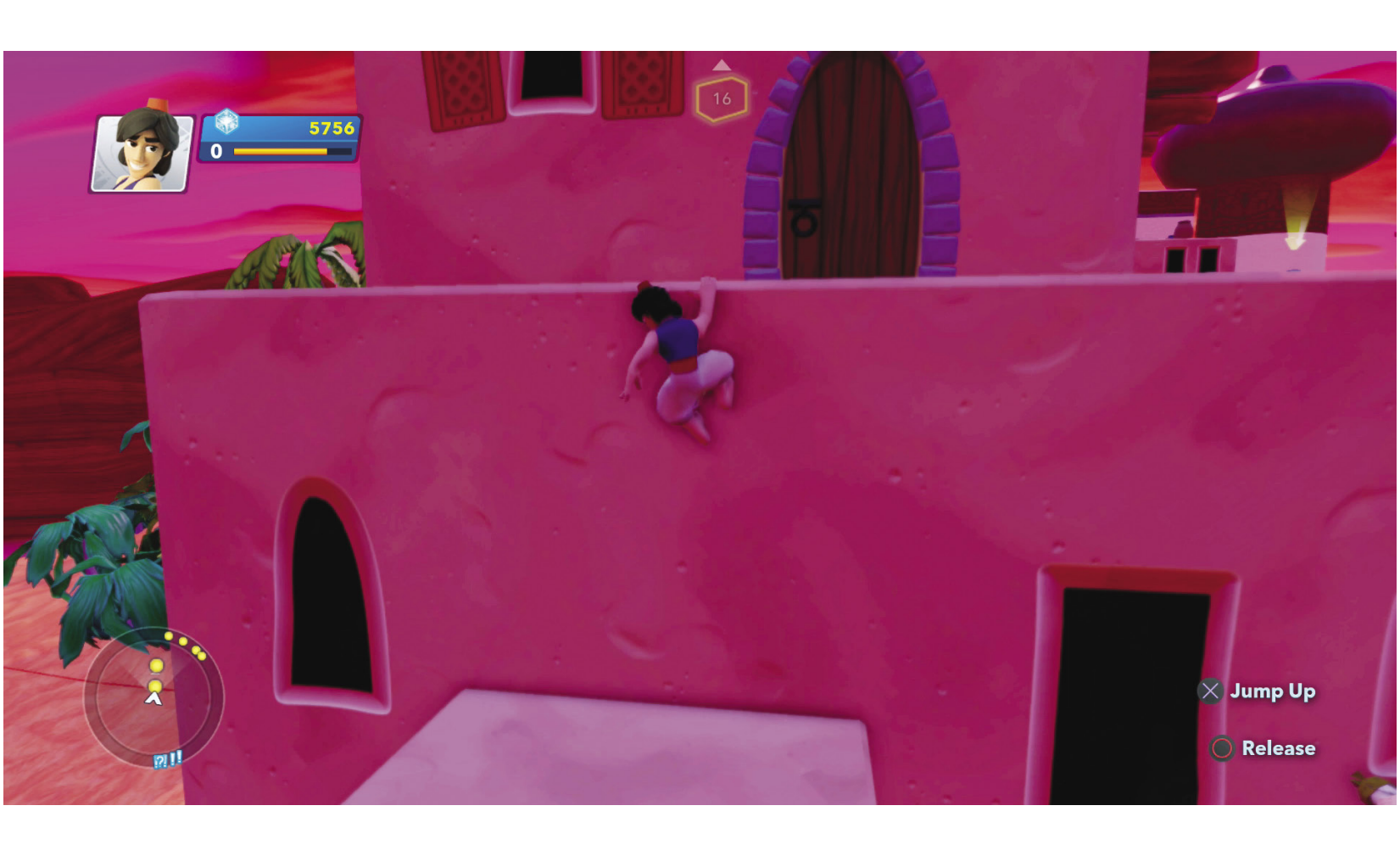
BASIC MOTION

There are a large number of characters to play in the game, and fortunately they all move in a similar fashion. You use one stick to move and the other to look around, and you use the same buttons to jump, block, dodge, and activate abilities; however, each character is unique and has his or her own special abilities and methods of attack. They do all share a few common movements that are essential for navigation and platforming.

JUMPING

The first common technique is the double jump, and while it is easy to do, there is more to it than merely pressing a button twice. Double jumps will allow you to jump higher, but they can also allow you to jump longer. If you wait until you begin to fall on the first part of your jump, and then press the jump button for the second time, you will extend the distance you cover, allowing you to jump across far ledges and buildings. If you have Super Jump, holding the jump button sends you sky high.

CLIMBING



Most of the platforming in the game will include plenty of climbing. The skill is easy to perform, but it can be tricky to know where you can actually climb. Look for railings along climbable edges; usually these railings are yellow or blue. Once you are hanging, there are a lot of options including jumping up or over to another grapple point, jumping down or off the structure, or following the hand hold to maneuver around the edge. Other objects, such as poles, can also be climbed. If a character has Wall Crawl, he or she can climb straight up a surface, regardless of edges or railings.

BLOCK/DODGE

All characters have the ability to move in a quick fashion—rolling, flipping, hopping—which can be used for defense or offense. A dodge is a great way to avoid an attack (by holding block and pressing the control stick in the direction you want to dodge) and to maneuver into a better position, such as behind an enemy for a sneak attack. If you don't touch the control stick and press the block button, you defend in place and decrease the damage from melee attacks.

FLYING

Some characters, such as Tinker Bell, have the ability to fly. The left control stick affects your direction, the right control stick moves you up and down, and the left trigger accelerates. Don't worry about falling; you can't be hurt. When you want to land, you can continue full speed into the ground and perform an Air Attack, or you can use your block button to suddenly stop flying and drop to the ground.

VEHICLES

GROUND AND FLYING

Exit Vehicle

All vehicles move by using one stick to steer and the other to look around, and they all use the triggers to accelerate and brake/reverse. Ground vehicles, like the Autopia Car, will get you from point A to point B quicker than running it, and with vehicles you have limited jumping and shooting abilities to clear obstacles. However, if you're a character who relies on your feet to get around, you really want a flying vehicle. It's much easier to navigate the 3D space once you acquire that flying vehicle.

DRIFTING

Exit Vehicle

Drifting is the process of holding both triggers while driving into a turn or even a circle. This maneuver is great for getting around corners when you are at top speeds, but more importantly it builds up the turbo meter. More turbo means more speed. Drift in any race or situation where you need to store up that potential boost.

TURBO

Exit Vehicle

There is a meter under your vehicle that indicates how many bars of turbo you have. When you do a stunt or drift, the meter in one bar will fill until it is yellow, which means you can activate that boost. After one bar is yellow, the next gauge will start to fill and continue the process. Once all segments of the meter are yellow, you are wasting an effort to build turbo and should use a boost as soon as possible. Turbo activation is a simple flick of the control stick and your vehicle will shoot flames showing you are boosting. Obviously, it can be dangerous to boost at a turn, but a drift can help control that speed. A turbo assist is great any time you are in a straightaway, a close race to the finish, or when you want to hit a ramp at top speed to maximize your air time for stunts or tricks.

STUNT/TRICKS

Exit Vehicle

Probably the coolest thing about vehicles, besides high-speed driving, is the tricks you can pull off. After leaping in the air, pushing the right stick up, down, left, or right will trigger front or back flips, spins, or barrel rolls. Doing two of the same motion while in the air is considered a double trick. However, if you push in two different directions, the stunt is considered a combo and earns more points. If you get enough height and speed, it is possible to pull off a triple combo for really big points on courses like the ice stunt park. The key to chaining moves is to immediately flip the control stick when you are airborne and quickly press another direction as that move completes to perform the next trick.

SPARKS

BLUE SPARKS

Sparks usually come from capsules; break open a capsule and Sparks spill out. You may have to run through them to capture them all because they only last for a limited time. Blue Sparks are your form of currency. Take all the blue Sparks you capture and spend those blue Sparks in the Toy Box on various cool toys and accessories. You are also rewarded blue Sparks at the completion of each mission.

GREEN SPARKS

Green Sparks are for health regeneration. As your character takes damage, your health bar decreases; green Sparks fill your health bar back up.

ORANGE SPARKS

Orange Sparks give you experience. Just like defeating foes and gaining experience through the orange Sparks they drop, orange capsules give you experience Sparks, only there are usually more orange Sparks in a capsule than even a modest enemy encounter.

PURPLE SPARKS

Collecting purple Sparks adds to your special ability bar. Depending on your character and your skills, you may have more than one section on your special ability bar, and these purple Sparks fill the bar up so you can use your really powerful abilities.

COMBAT

MELEE

All characters have melee skills, though some are more skilled in hand-to-hand combat than others. In melee, one punch or kick may be fine, but you usually want to string together a combo of melee attacks to inflict maximum damage on a foe. Many enemies will fall down after taking some damage, but that doesn't mean they are defeated. A lot of them can be hit while they are down or trying to get up, so make sure to finish off a single enemy. Quickly switching from enemy to enemy is a good tactic when you are surrounded, but it is always a good idea to reduce the number of foes you face as soon as possible.

RANGED

Many characters have ranged attacks that can deal damage far away from the potential danger of melee combat. Ranged attacks will generally shoot at the closest target; however, when you need precision, you can enter a zoomed-in mode where you can place the aiming cursor over what you want to hit. When your ranged fire is locked on an enemy like this, you can still run and gun, allowing you to move quickly while unloading ranged damage on a single target. It's also a good technique for destroying obstacles.

AREA-EFFECT

Certain characters have area-effect attacks that will damage multiple enemies that are close together. Area-effect comes in two forms: personal area-effects that surround the character with damage or ranged area-effects that deal out damage to all enemies in the area surrounding the point of attack. All characters have the ability to perform an Air Attack, which is useful when surrounded by enemies as it lifts your character out of danger for a second and delivers an attack to the enemies immediately nearby.

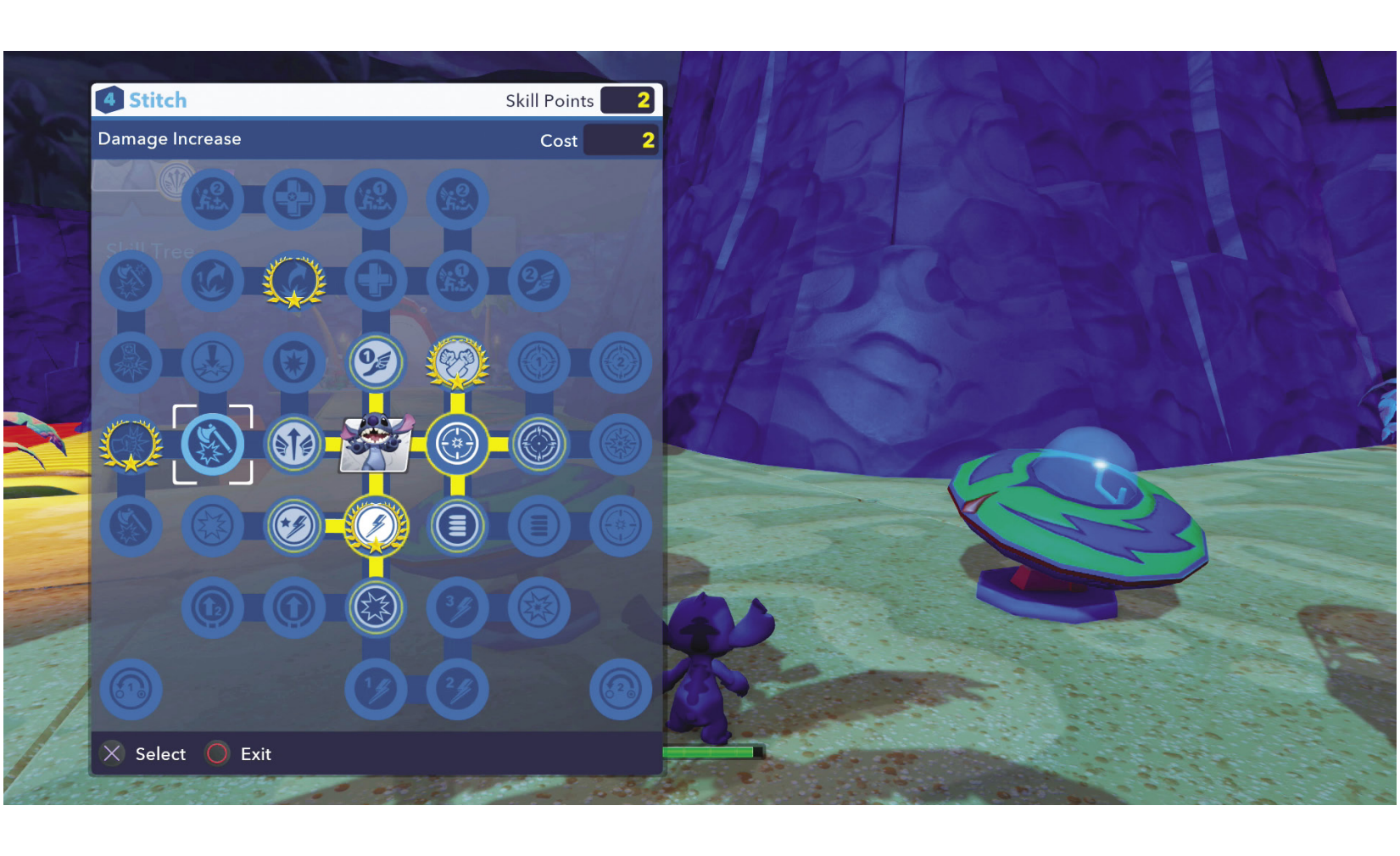
SPECIAL MOVES

Every character has different special moves that make them unique in combat. Your main special ability is powered by purple Sparks. Once you trigger it, your special ability bar depletes and you'll need more purple Sparks to power it back up. Get to know your characters and what they can do.

BLOCKING

On the opposite end of the combat spectrum is the defensive ability to block with a simple button press. Most attacks can be blocked, and while this doesn't get you any closer to defeating your enemy, the maneuver can set your enemy up to drop its guard. By blocking or absorbing an attack, it can create an opening for you to counter or avoid getting knocked down. If you aren't sure what to do in a battle, especially when faced with a powerful foe, fall back on the block and plan your next move. Keep in mind, too, that certain attacks can break blocks and deliver potent counterattacks.

LEVELING UP YOUR CHARACTERS

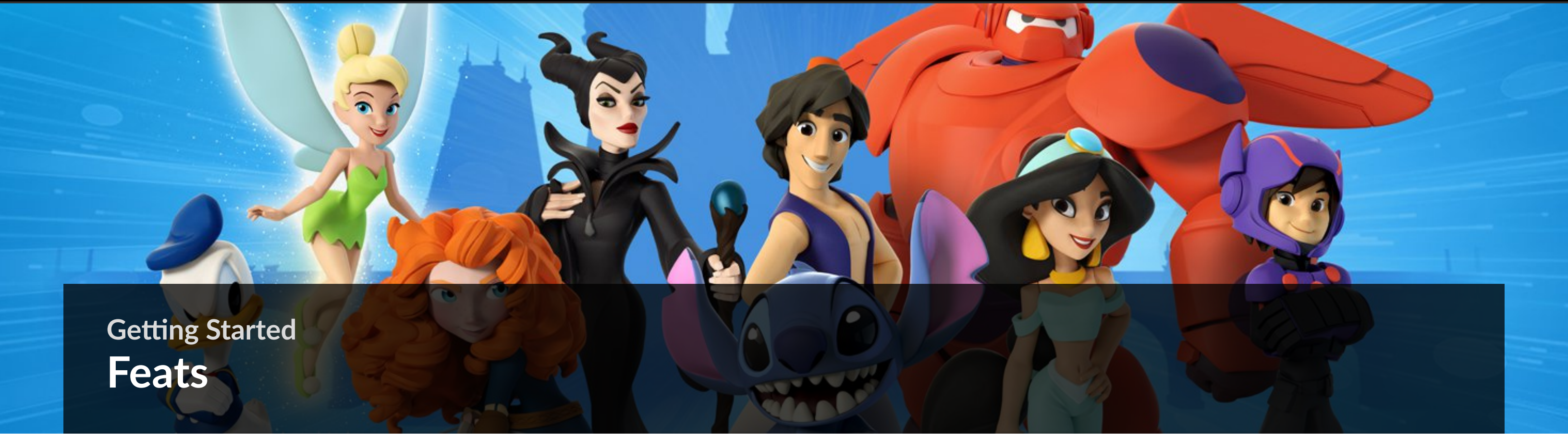


As your characters collect orange Sparks, they earn experience and, when they have enough, they level up. Every time they level up, they also earn Skill Points that they can spend in the Skill Tree. You can get to the Skill Tree from the pause menu. Each character's Skill Tree is different. It consists of skills that can affect health, speed, melee combat, ranged combat, the speed at which power discs recharge, and a unique special move. This move must be unlocked in the Skill Tree and can then be upgraded. For most characters, you want to get your special move as quickly as possible. Depending on your character, you may choose to focus on melee or ranged attacks.

> **Note**
>
> Characters can advance up to level 20. However, you will not have enough Skill Points to purchase every single skill. Therefore, you have to be careful what you pick. When you reach level 10 and then again at level 20, you can respend your Skill Points. However, this is a one-time event for each time, so you still have to be careful.

The Skill Tree is called such because you can't just pick any skill you want. You have to follow the branches of the tree to get to some skills, purchasing others along the way. Therefore, look at all the skills and find out which you really want and begin spending Skill Points to get to them. When looking at a Skill Tree, you may notice that some of the skills have laurels around them. These are skills that the game designers recommend and are very useful for that specific character. Try to include those in your acquired skills.

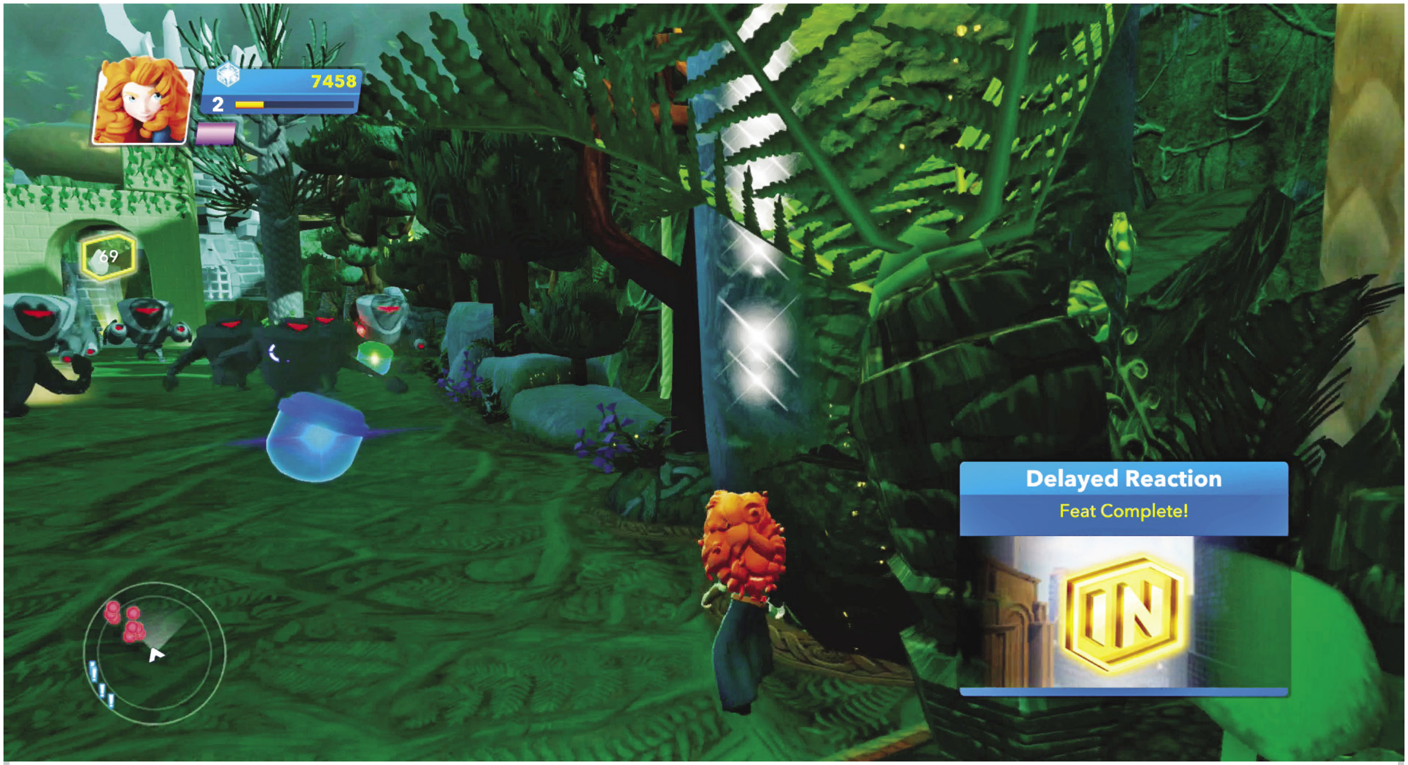
> **Note**
>
> Check out the Characters chapter to learn all about each of the skills on the Skill Trees for each of the Disney characters. If you look at the included Skill Tree for each character, you can see the skills highlighted that the game testers found most useful. This can serve as a guide if you are not sure what skills you want to get.



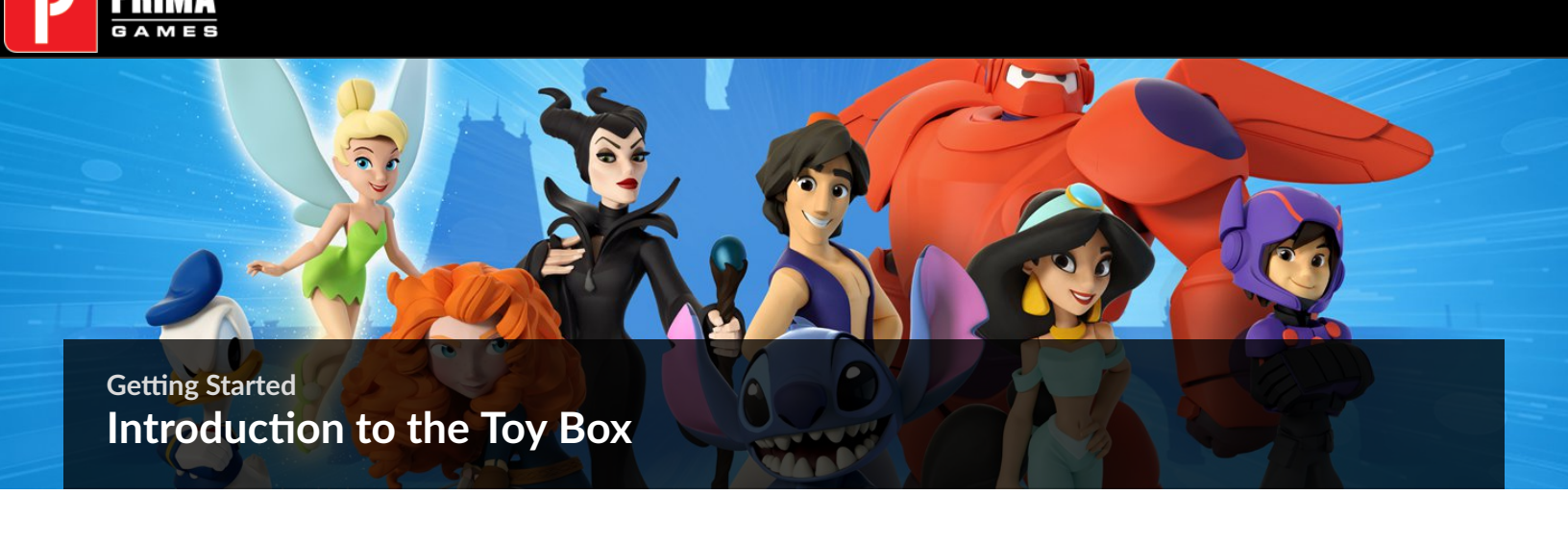
Getting Started

Feats

Feats are tasks you complete during your missions for accomplishments in combat, collection, or even character-specific deeds. Their difficulty can be easy, medium, or hard. They can be specific to a character or completely fun and random.



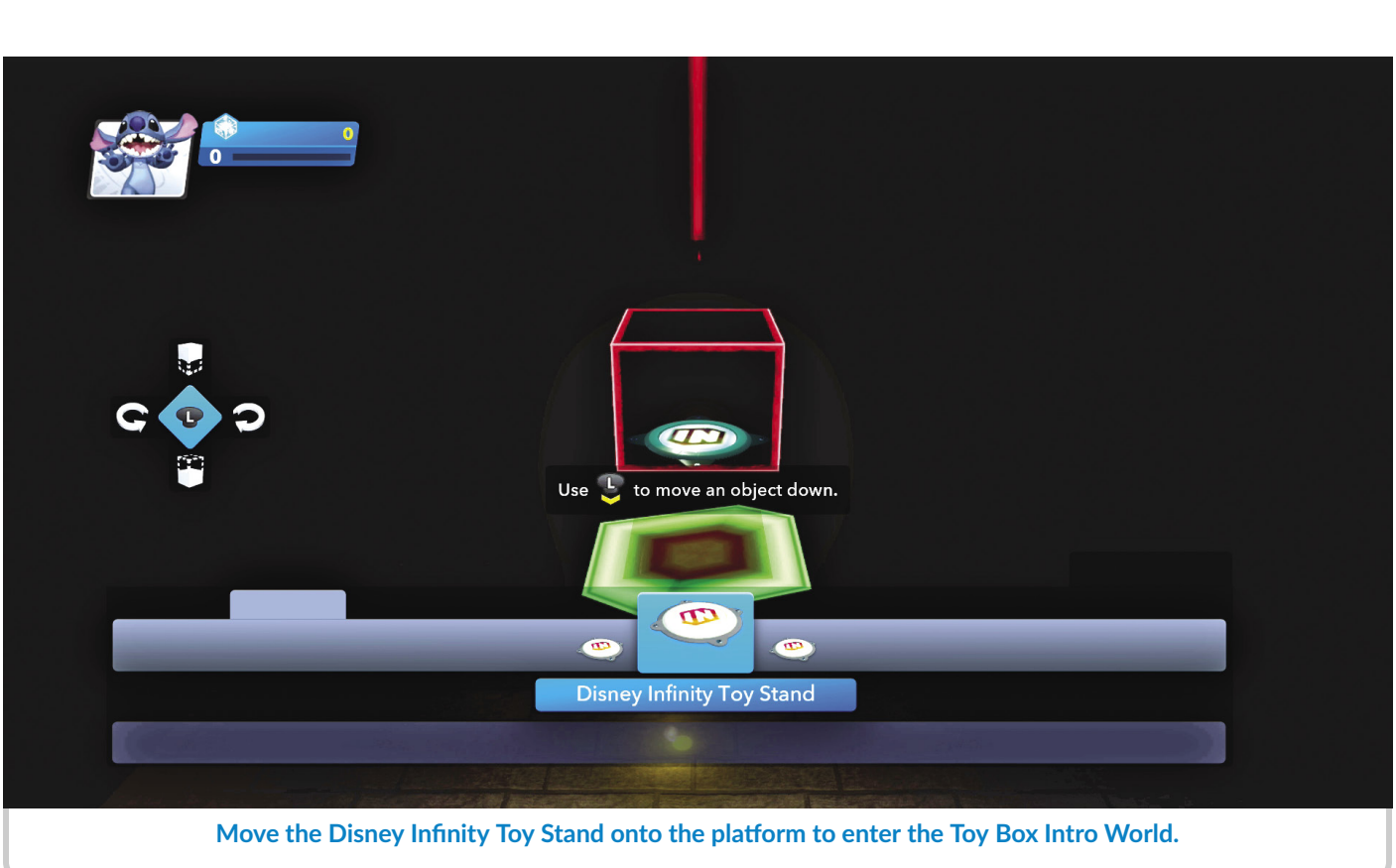
See the chapter on Feats for the complete rundown of all the feats you can earn in Disney Infinity: Toy Box 2.0 Edition



Getting Started

Introduction to the Toy Box

After completing the start of the game where you get a brief taste of what is in store for you in *Disney Infinity: Toy Box 2.0 Edition*, you enter the Toy Box Introduction world. This is the place where you can learn everything you need to know about playing, creating, and just having fun in the Toy Box. There are several hosts that provide missions, which are lessons on the various aspects of the Toy Box. It is a very good idea to take some time and go through these instructional missions, even if you are a veteran of *Disney Infinity*, because some of the controls and features have changed.



Move the Disney Infinity Toy Stand onto the platform to enter the Toy Box Intro World.

Rewards in the Toy Box

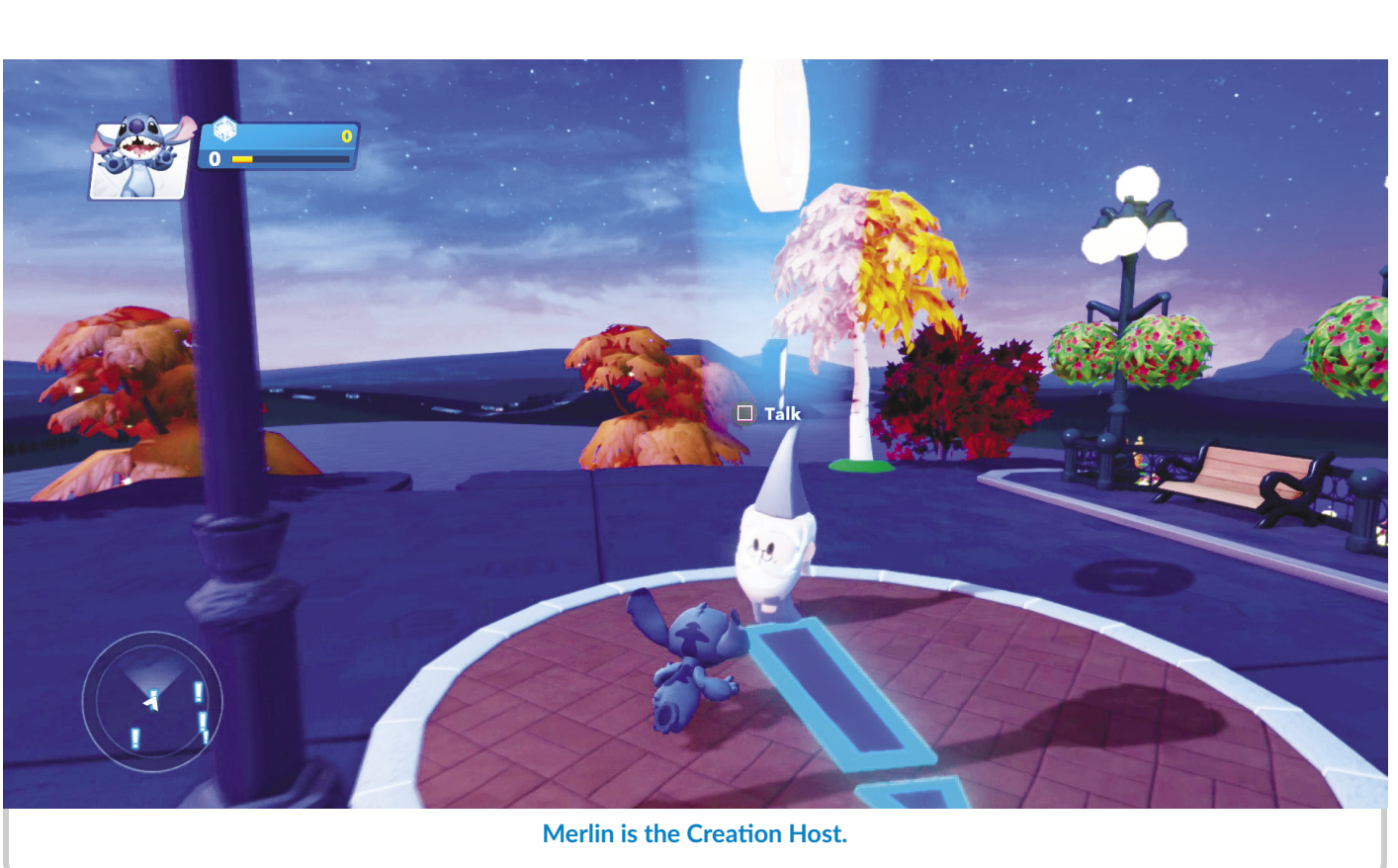
Not only do you learn about the Toy Box by completing the host missions, you also earn some cool rewards. In addition to blue Sparks (the money in the Toy Box) and orange Sparks (experience for your character), you also unlock some very cool toys. While you could purchase them in the Toy Store, some are quite expensive and you can unlock them for free just by completing all of the missions.

Toy Box Host Missions Rewards

Missions Completed	Reward
5 missions	King Louie Townsperson
10 missions	Collector Challenge Kit Template
20 missions	Toy Box Door
30 missions	King Louie's Throne
36 missions	Enchanted Bed

There are five main hosts for the Toy Box. There is no specific order in which you need to visit them. However, it is usually best to save the combat host for last so you can build up some experience for your character and then upgrade your character's skills prior to going into combat. So let's get started.

CREATION HOST

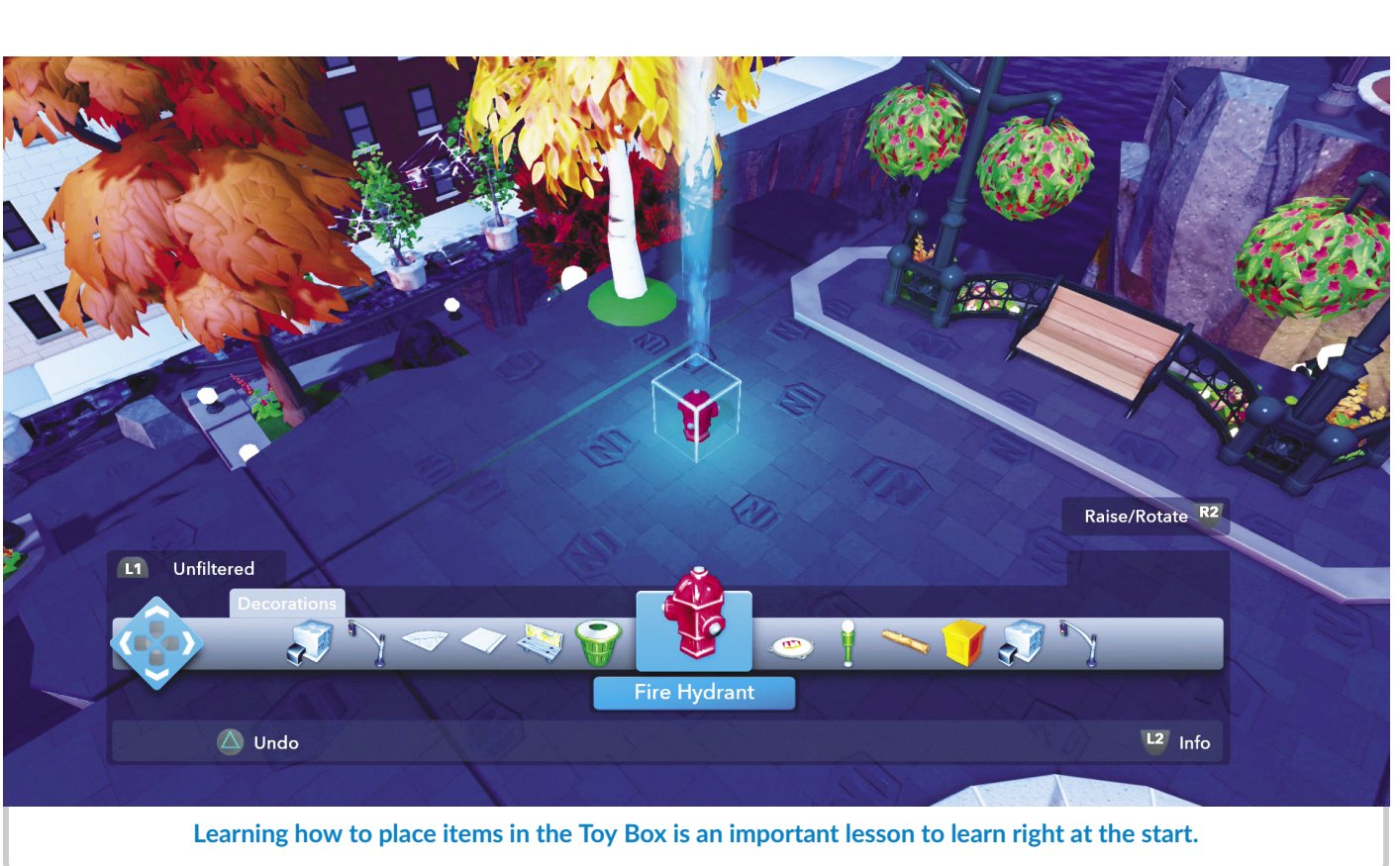


Merlin is the Creation Host.

The Merlin townsperson is the host who teaches you the basics of creating in the Toy Box. As such, he offers a good place to start. He is the host with the icon of the world above his head. Walk over and talk to Merlin. As soon as you do, you gain blue and orange Sparks and complete the first mission. Also, the Toy Box World expands as a city is built right before your eyes.

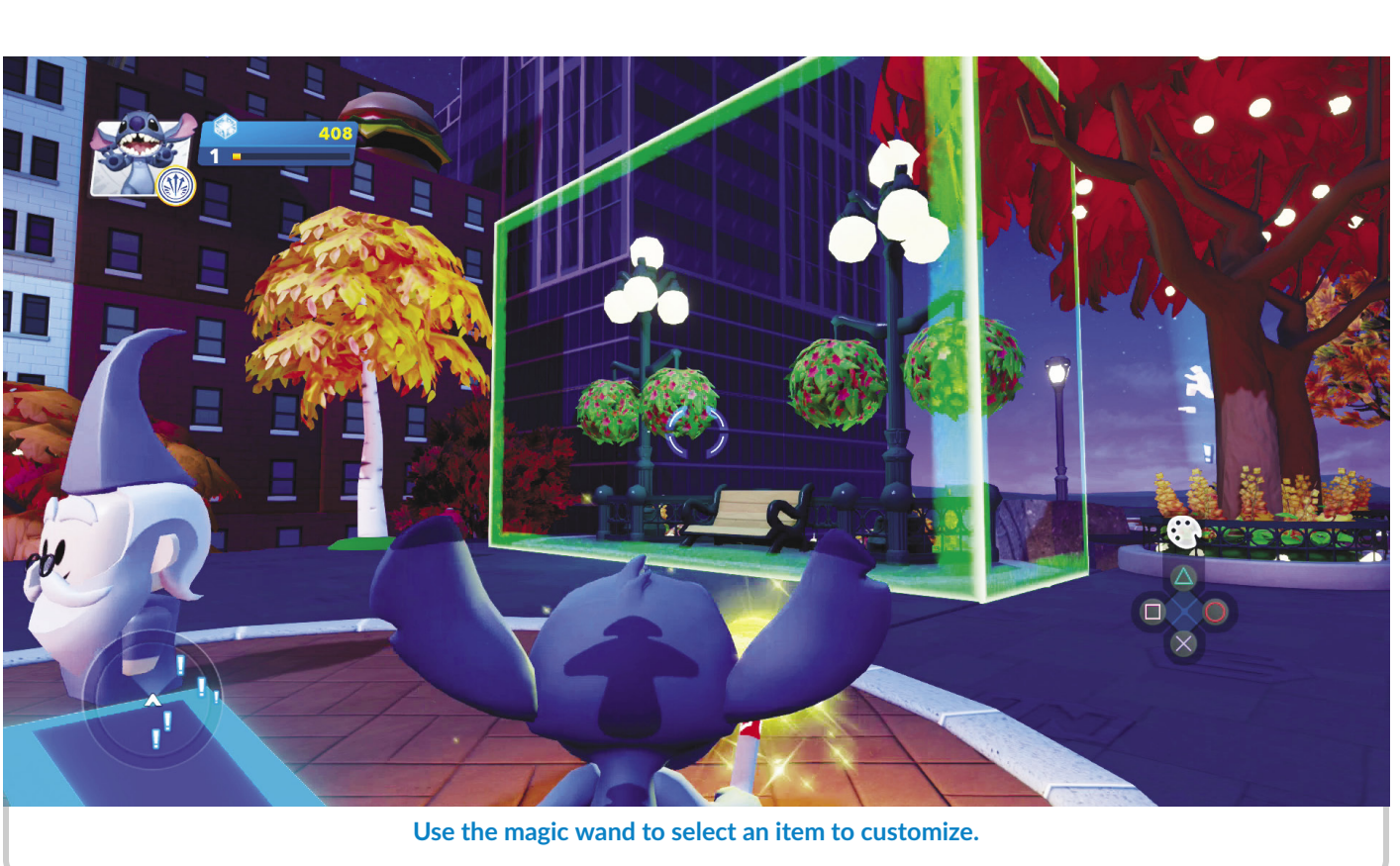
Talk to Merlin again and you can choose from two topics—Toy Box Creation Help or Travel Help. Start off with creation help and then go through the four options one at a time. The first teaches you how to place an item in the Toy Box. Next you learn how to customize the look of the Toy Box. Third is about changing the Toy Box sky and the last choice is about getting more toys.

Press the editor button to open the Toy Box editor. Here you can select from all of the toys that are unlocked for you. Learn to use the editor and the filter to find the correct toy. Pick one and then move it around and rotate it to get it just how you want it. Then place it into the Toy Box following the in-game directions to complete the mission.



Learning how to place items in the Toy Box is an important lesson to learn right at the start.

The next lesson teaches you how to change the look of your Toy Box. Follow the directions to access your wand from the Packs and Tools menu and then use the wand to select an item. You can then change the look of the object. When you select the palette, you can change the style of just that object or even apply that theme to the entire Toy Box. That will change all of the items whose style can be changed to that new style. Play around with this to see the different themes that are available initially. You can purchase more themes in the Toy Store later.



Use the magic wand to select an item to customize.

After changing the look of an item, you can now learn about Spark Mode. This lets you move around the Toy Box quickly and edit or build lots of things. Open the editor and then follow the instruction to enter Spark Mode and complete the assigned tasks. Then ask Merlin about changing the look of the sky. He tells you how to use either Power Discs or the Sky Changer toy to do this. Finally, ask Merlin about getting more toys.

The next options in the Creation Host menu are about travel. The first is how to go to a Play Set and then how to download a Toy Box. Ask Merlin for a tip to complete another mission. He will help you get to those hard-to-reach Sparks. His advice is to build structures that will allow your characters to reach those.

Creation Host Missions

Mission	Spark Rewards	Unlocks
Talk to Creation Host for the first time	100 orange, 300 blue	—
Place an item in the Toy Box	20 orange	—
Change the look of the Toy Box	35 orange, 300 blue	Toy Box Terrain
Use Spark Mode	25 orange, 25 blue	—
Change the sky	25 orange, 200 blue	—
Getting more toys	15 orange, 100 blue	—
How to go to a Play Set	15 orange, 100 blue	—
How to download a Toy Box	15 orange, 100 blue	—
Ask the Creation Host for a tip	5 orange, 10 blue	—
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	—
Unlock the Hall of Heroes and Marvel's Hall of Super Heroes Doors	35 orange, 300 blue	—

Note

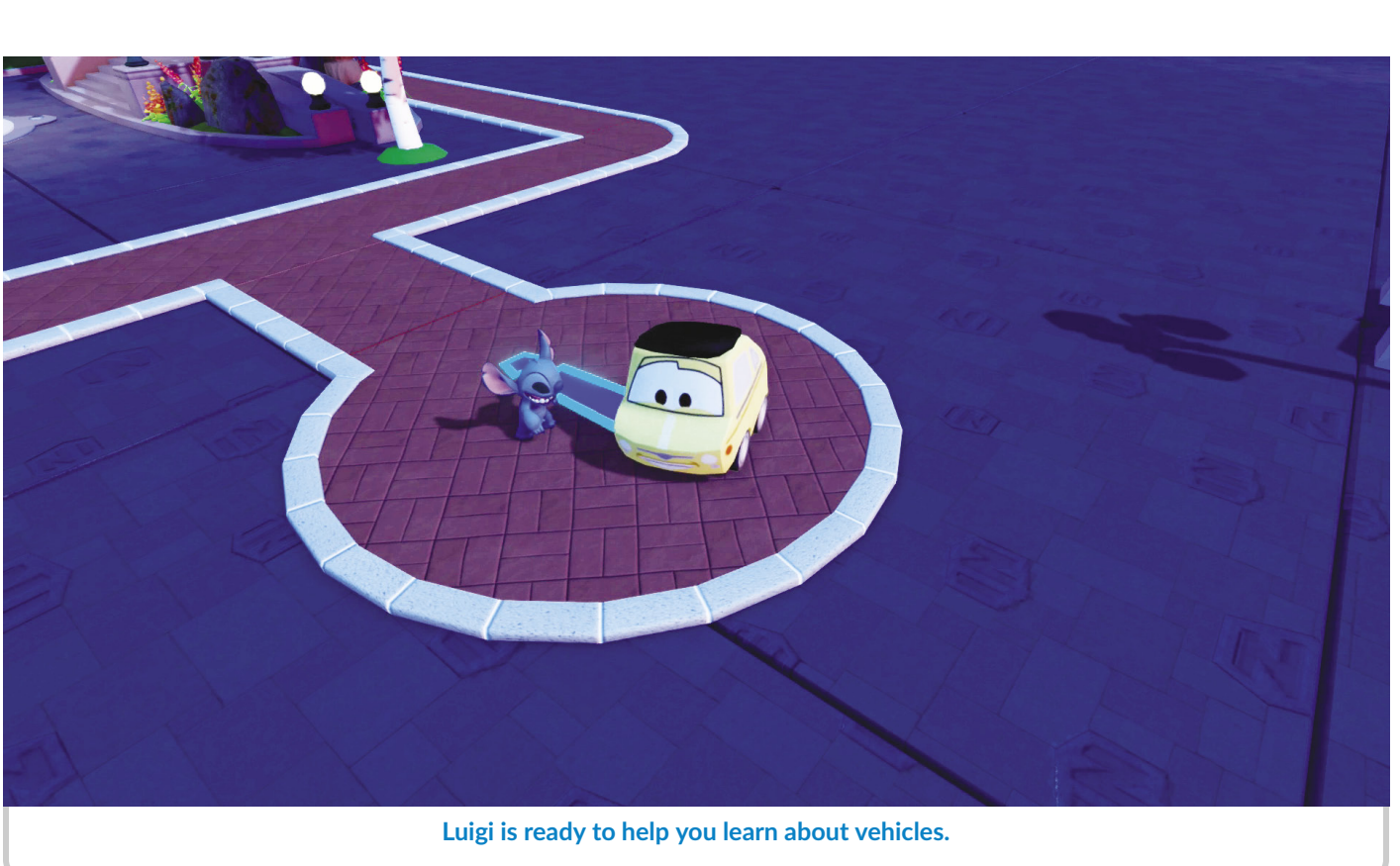
As you complete these missions, once you collect enough orange Sparks, you will level up your character to level 1 and unlock the Hall of Heroes Door and the Marvel's Hall of Super Heroes Door.

Tip

While you can explore the city that the Creation Host made for you and look for Sparks, it is better to complete all of the host missions first because some of the things you learn will help you get some of those hard-to-reach Sparks.

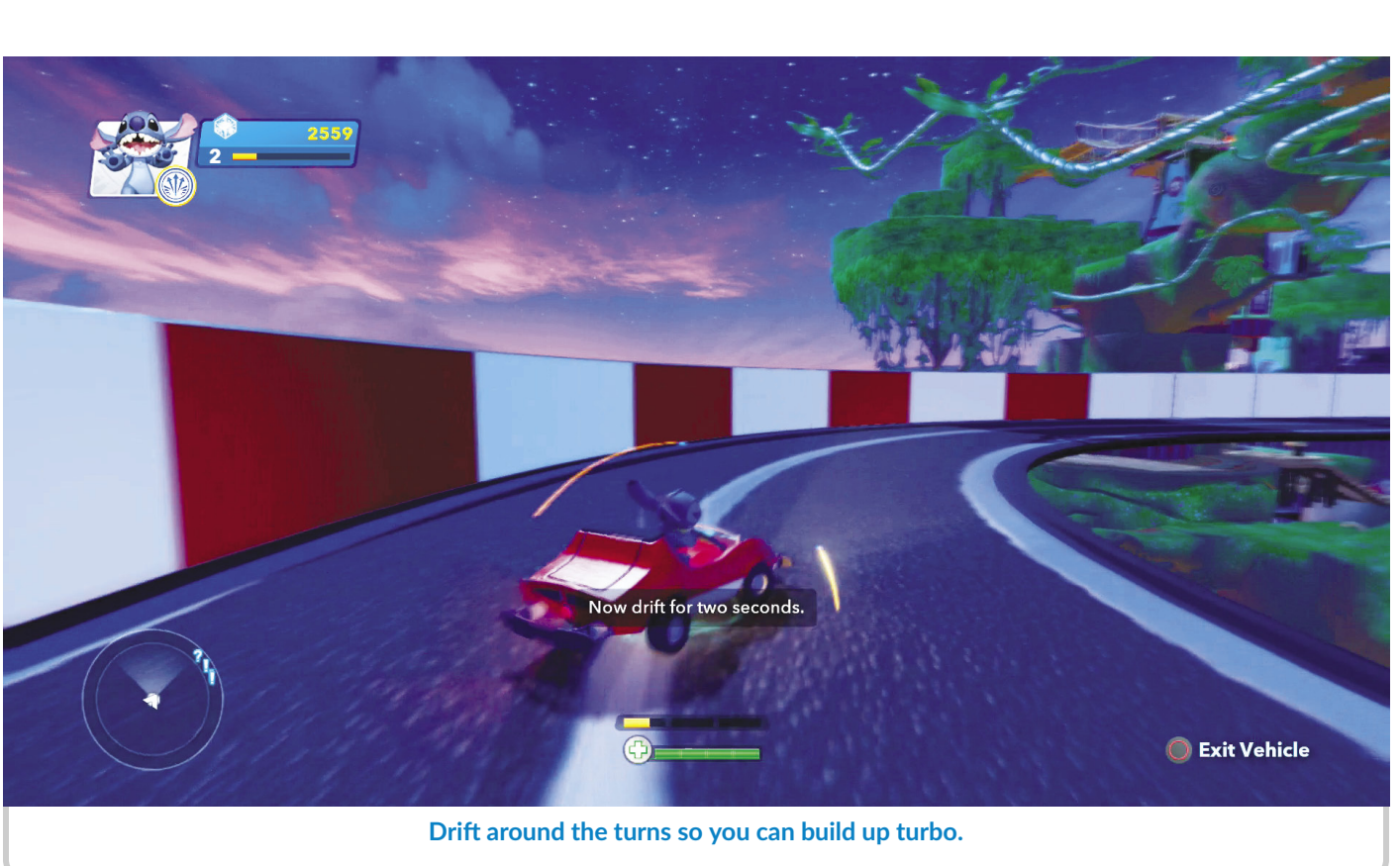
VEHICLE HOST

Luigi from *Cars* is the Vehicle Host who teaches you all about vehicles and mounts, which you can use to travel quickly and get to places some characters could not otherwise reach. When you walk over and talk to him, a race track is automatically created, plus the Autopia Car appears on the track. Go and hop in it to unlock the car and complete the first mission.



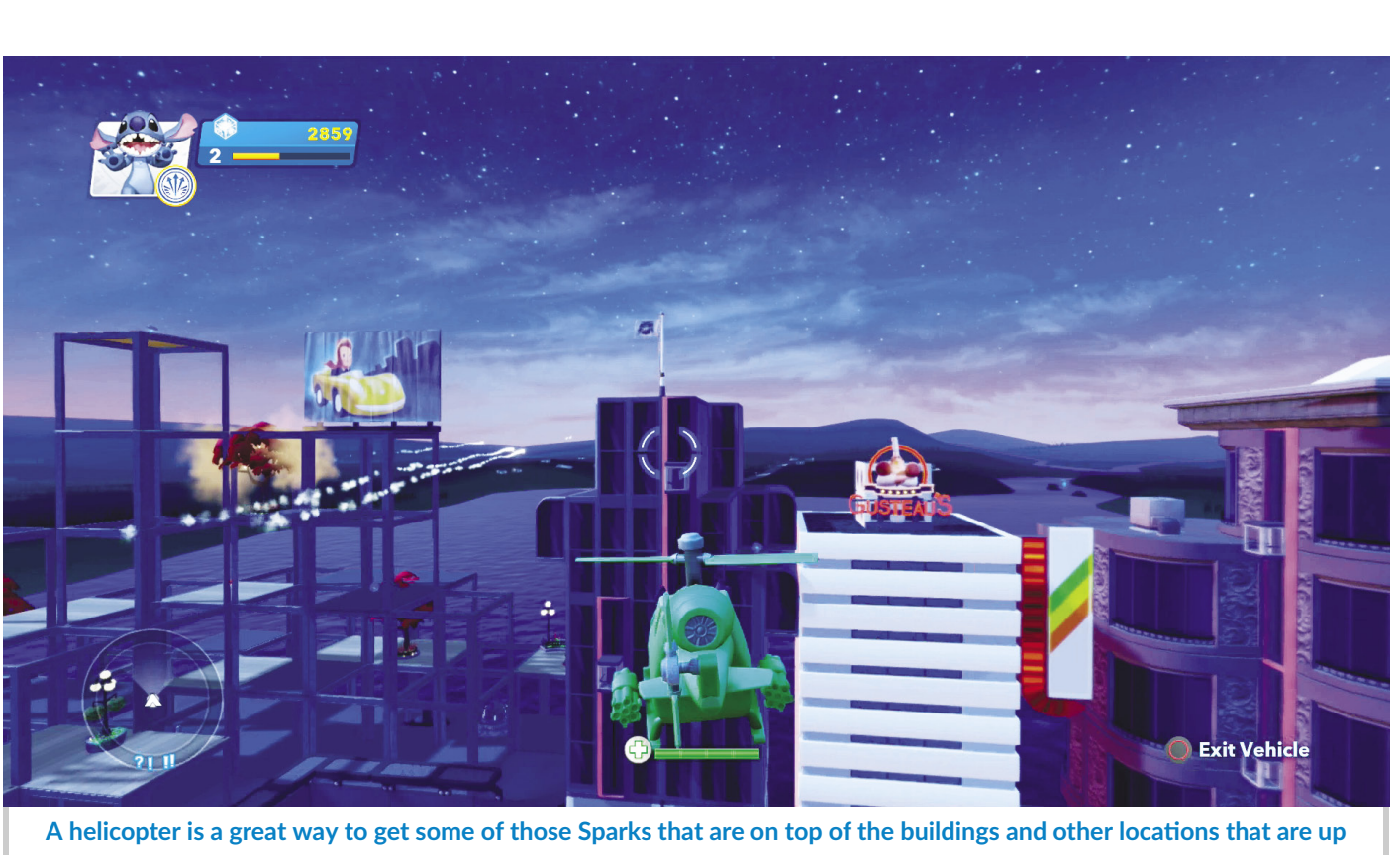
Luigi is ready to help you learn about vehicles.

Talk to Luigi again and ask him to teach you to drive a car. Then hop back in the car and start driving. When you drive over the race button in the middle of the road, you are asked to start the race—don't start it yet. Follow the on-screen directions to learn how to accelerate and how to drift. Drifting is a great way to take turns at high speed and also build up turbo. Luigi even tells you how to use turbo to get a boost of speed from your car. Try to stay on the track. However, if you drive off the edge, you will respawn back on the track. Finally, learn how to do a quick 180-degree turn to complete this mission. Continue along the track back to Luigi.



Drift around the turns so you can build up turbo.

Luigi's next mission is to teach you how to fly. He provides a helicopter for you for this mission, so get in and get started. Follow the on-screen prompts to learn how to take off, fly forward, and strafe to the left and right, as well as how to attack. Once you have tried all of these, the mission is complete, so fly back to Luigi.

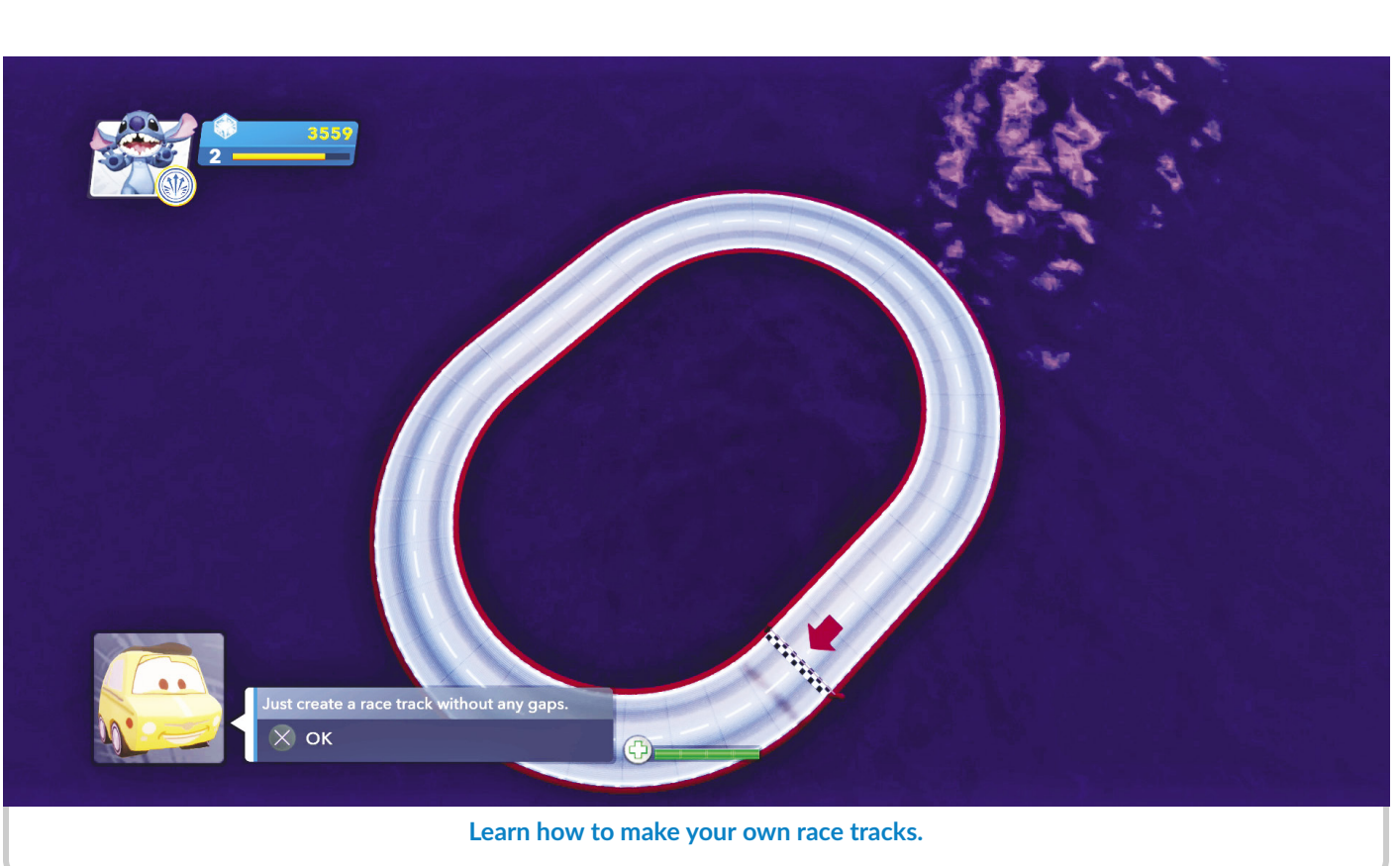


A helicopter is a great way to get some of those Sparks that are on top of the buildings and other locations that are up high.

Tip

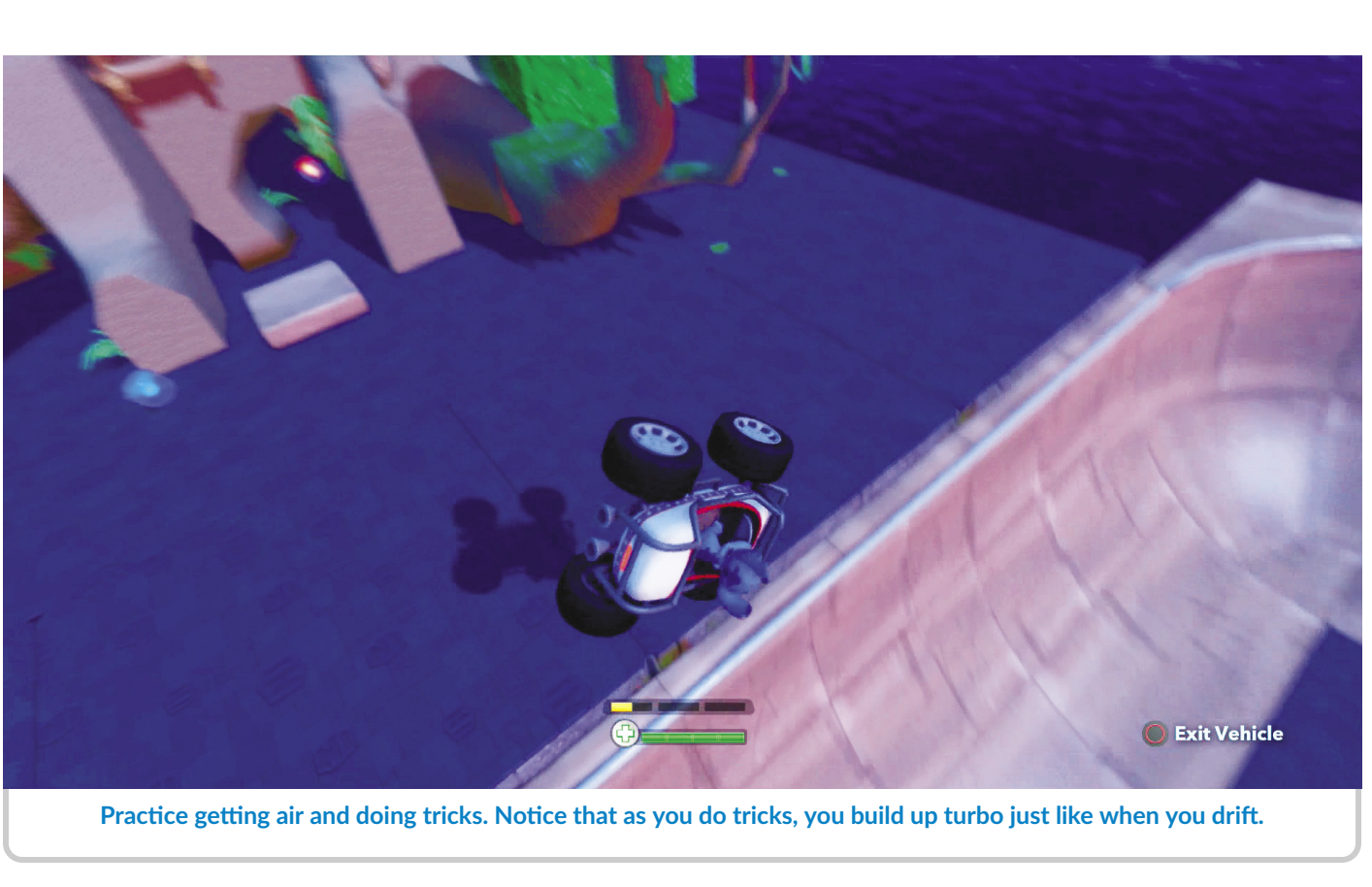
When flying the helicopter, press the Item select button and select from four different types of weapons. Try them out. They are great for defeating enemies.

Next, learn how to ride animals. Luigi provides Merida's horse, Angus, for you to ride. Mount up and then follow the directions to learn how to run, jump, and even sprint. Following that mission, talk to Luigi about how to build your own tracks. This is quite easy and all of the pieces you need are already unlocked in the Toy Box. However, you don't actually need to build a track to complete this mission—just listen to Luigi and learn. The basics of building a track are to make sure all of the pieces are connected, create a complete circuit, and be sure to include a Race Track Start piece. Then just drive up to the Race Track Start piece to begin a race. The Toy Box will automatically provide some competition for you.



Learn how to make your own race tracks.

Now that you know how to drive, it is time to learn about doing tricks. Luigi will create a stunt park and a stunt buggy for you to drive. Drive up the sides of the stunt park to get airborne, then follow the directions to perform some tricks. The mission is completed once you have performed a total of five tricks. Exit the stunt buggy to return to Luigi.



Practice getting air and doing tricks. Notice that as you do tricks, you build up turbo just like when you drift.

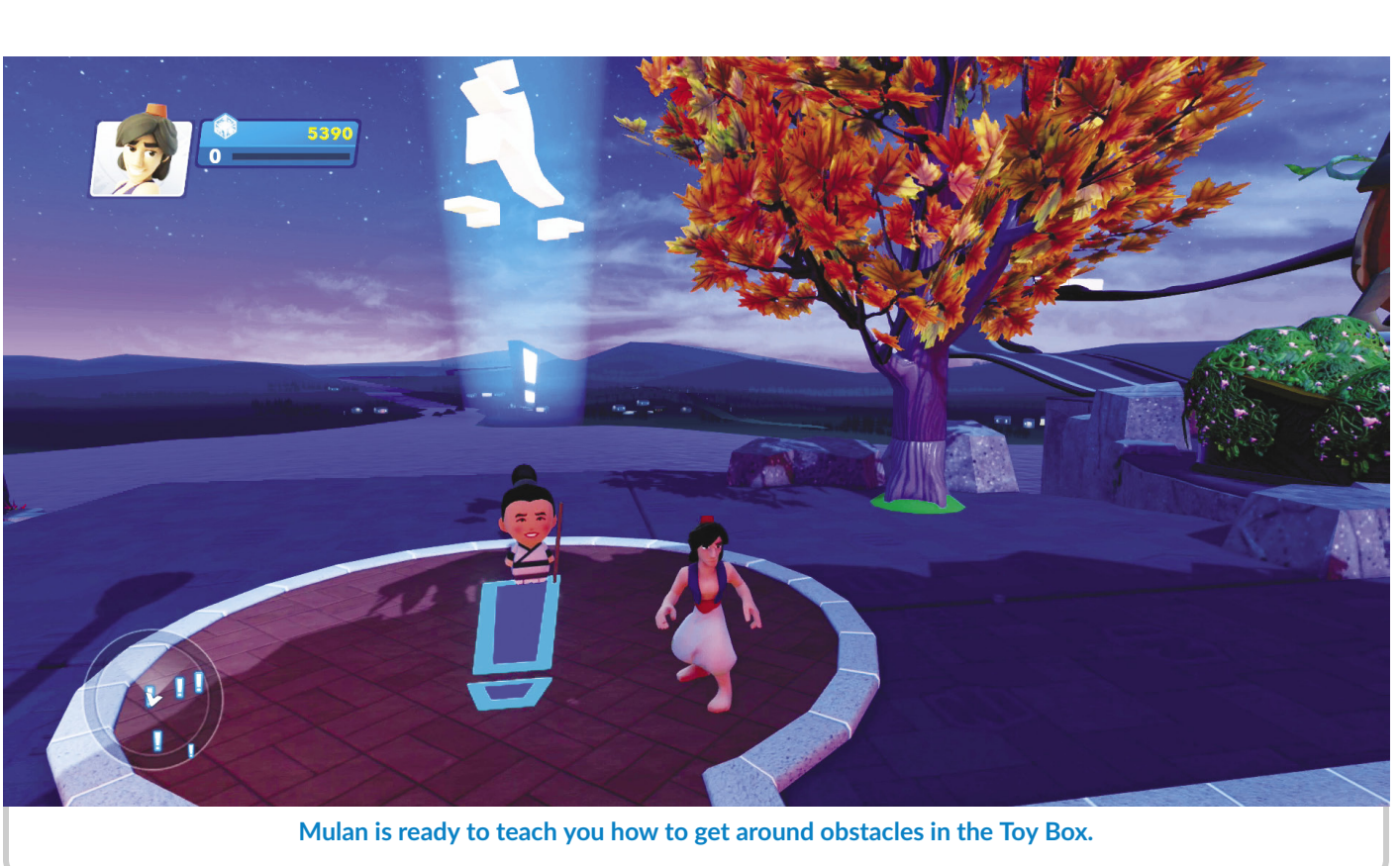
Finally, ask Luigi how to reach hard-to-reach Sparks. Since he is the Vehicle Host, he will tell you to try using a helicopter. This tip counts as another mission complete, and by now you should be getting close to your third reward.

Vehicle Host Missions

Mission	Spark Rewards	Unlocks
Talk to Vehicle Host for the first time and drive the car	35 orange, 100 blue	Autopia Car
Learn how to drive a car	35 orange, 300 blue	—
Learn how to fly	35 orange, 200 blue	—
Learn how to ride animals	35 orange, 200 blue	—
Learn how to build your own track	25 orange, 50 blue	—
Learn how to do tricks in a car	35 orange, 300 blue	—
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	—

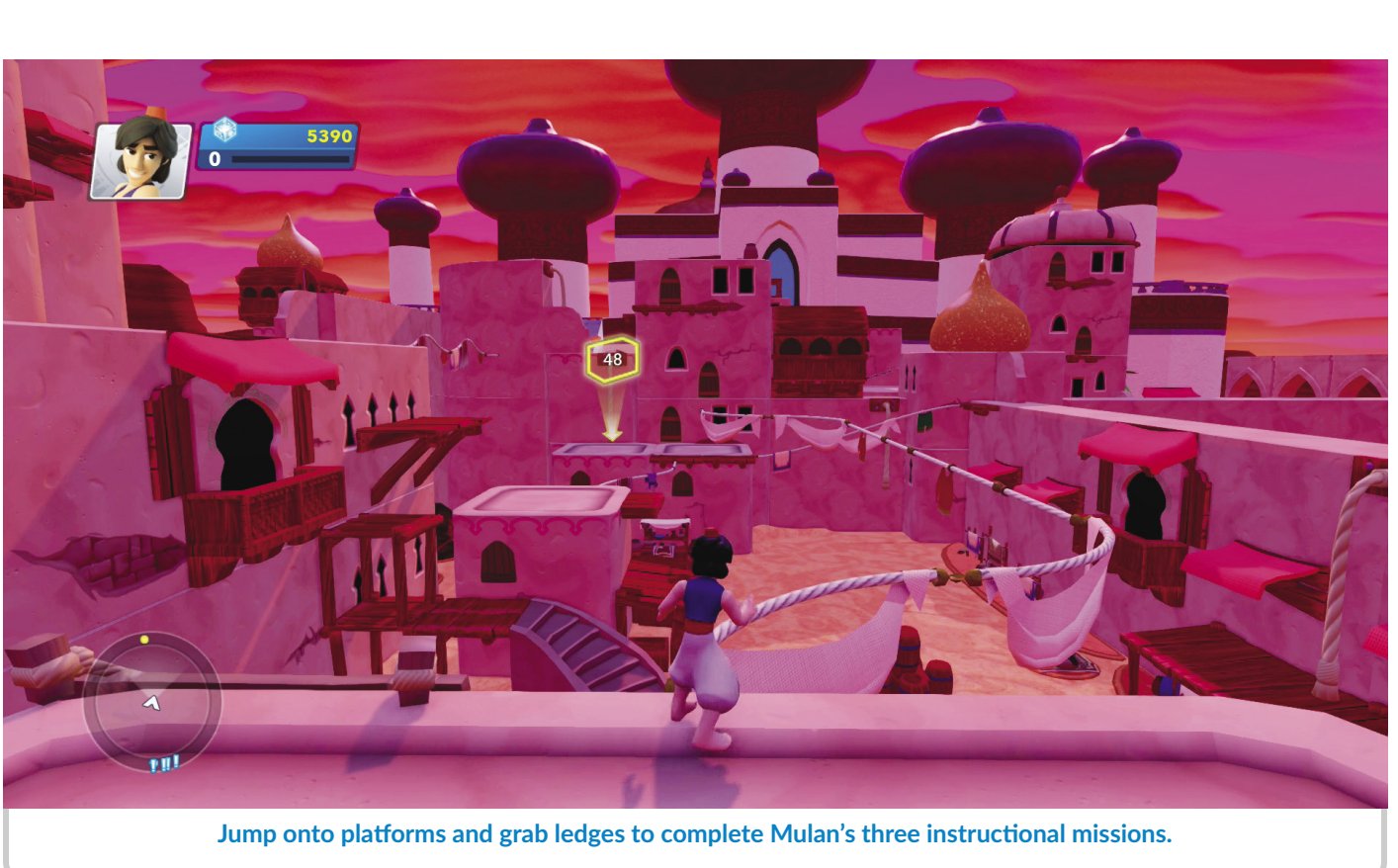
EXPLORATION HOST

Mulan is the Exploration Host. Walk over and talk to her to get started. She has several missions for you to complete, along with a challenge at the end to test what you have learned.



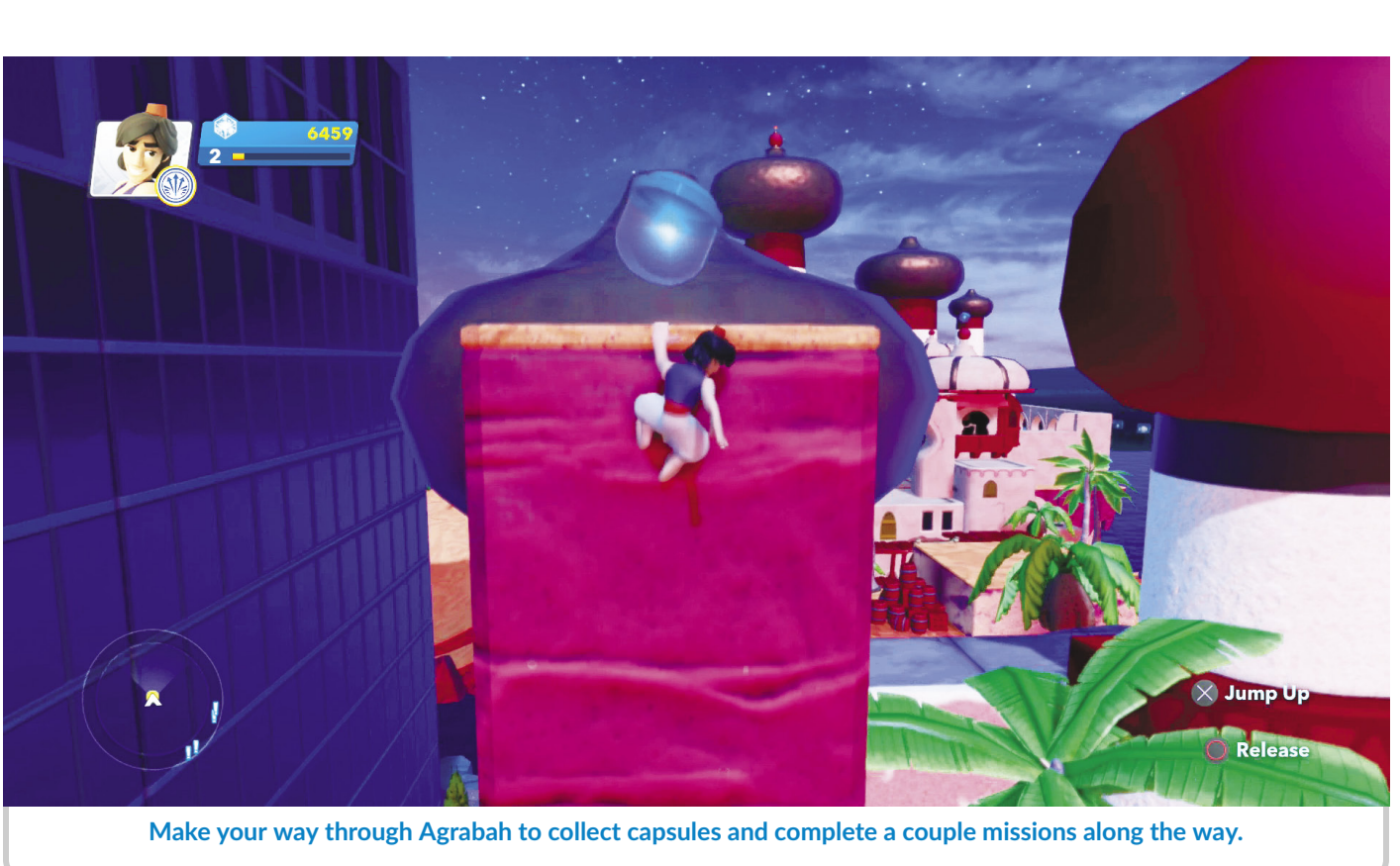
Mulan is ready to teach you how to get around obstacles in the Toy Box.

When you first talk to Mulan, an Agrabah market structure appears and challenges you to get to a Spark capsule. However, hold off for now since you need to learn some things that will make the challenge easier. Talk to Mulan again and ask her how to jump. She will provide some platforms with blue Spark capsules. Jump across the platforms to get to the blue Sparks. Next ask her how to jump farther. She will teach you how to double jump. Then double jump across some more platforms to collect even more blue Spark capsules. The final lesson is how to grab a ledge. Now you have to double jump towards platforms and grab on to the ledge. Then press the jump button again to pull yourself up to collect a blue Spark capsule. Move across all of these platforms to complete this mission. Finally ask her about collecting hard-to-reach Sparks. She will suggest using a flying character.



Jump onto platforms and grab ledges to complete Mulan's three instructional missions.

Once you have completed the instructional missions, it is time to try out the Agrabah challenge. An indicator shows the location of an orange Spark capsule. Use what you have learned about jumping as well as rope/pipe climbing and grinding to get to get to the capsule to complete another mission. Next you have to collect ten blue Spark capsules that are scattered about the market area. Get them all and you have completed yet another mission and are on your way to your next reward.



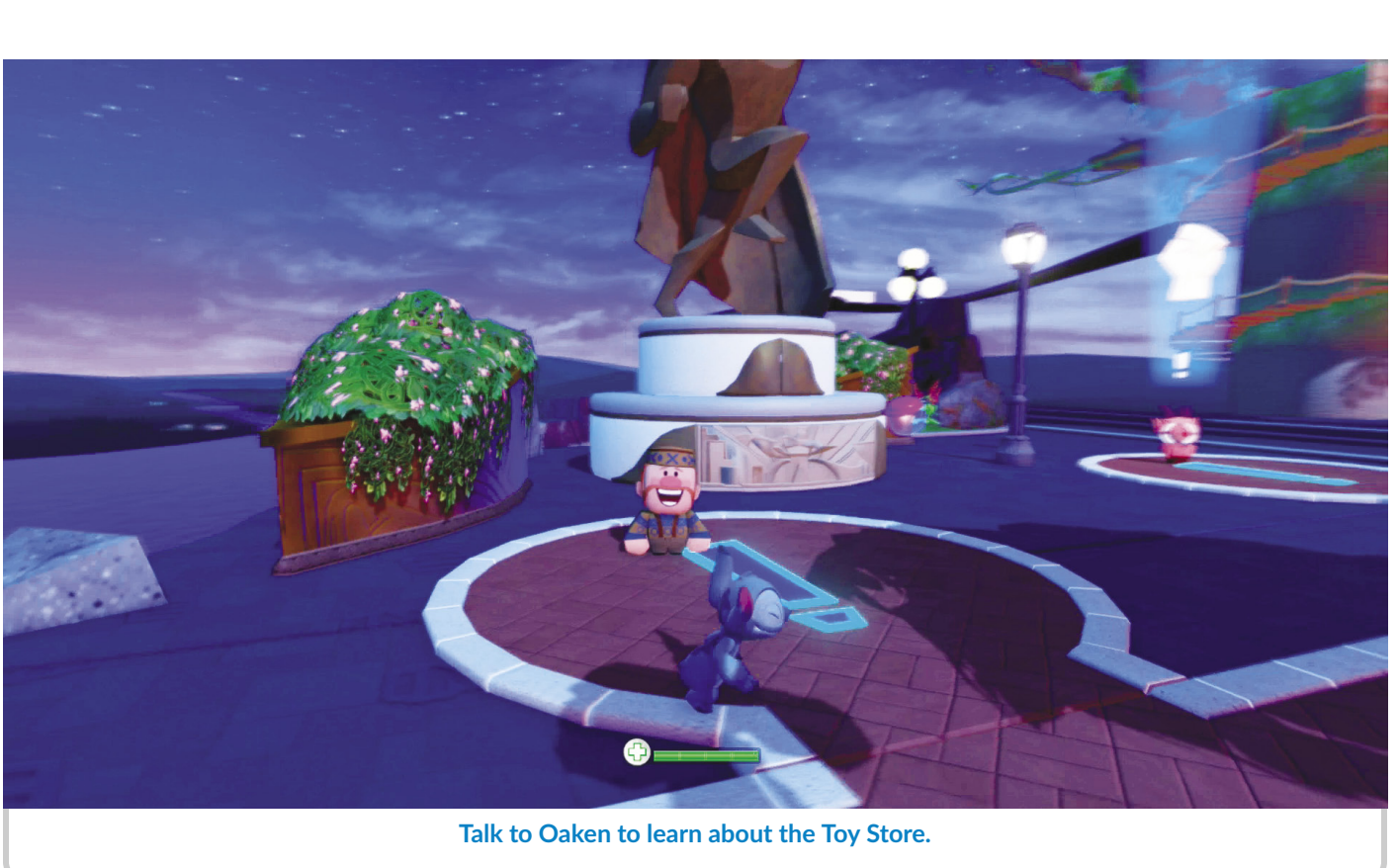
Make your way through Agrabah to collect capsules and complete a couple missions along the way.

Exploration Host Missions

Mission	Spark Rewards	Unlocks
Learn how to jump	20 orange, 50 blue	—
Learn how to jump farther	20 orange, 50 blue	—
Learn how to grab a ledge	20 orange, 50 blue	—
Collect orange capsule in Agrabah challenge	100 orange, 300 blue	—
Collect 10 blue Spark capsules in Agrabah challenge	70 orange, 100 blue	—
Ask what to do if you get stuck	10 orange, 25 blue	—
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	—

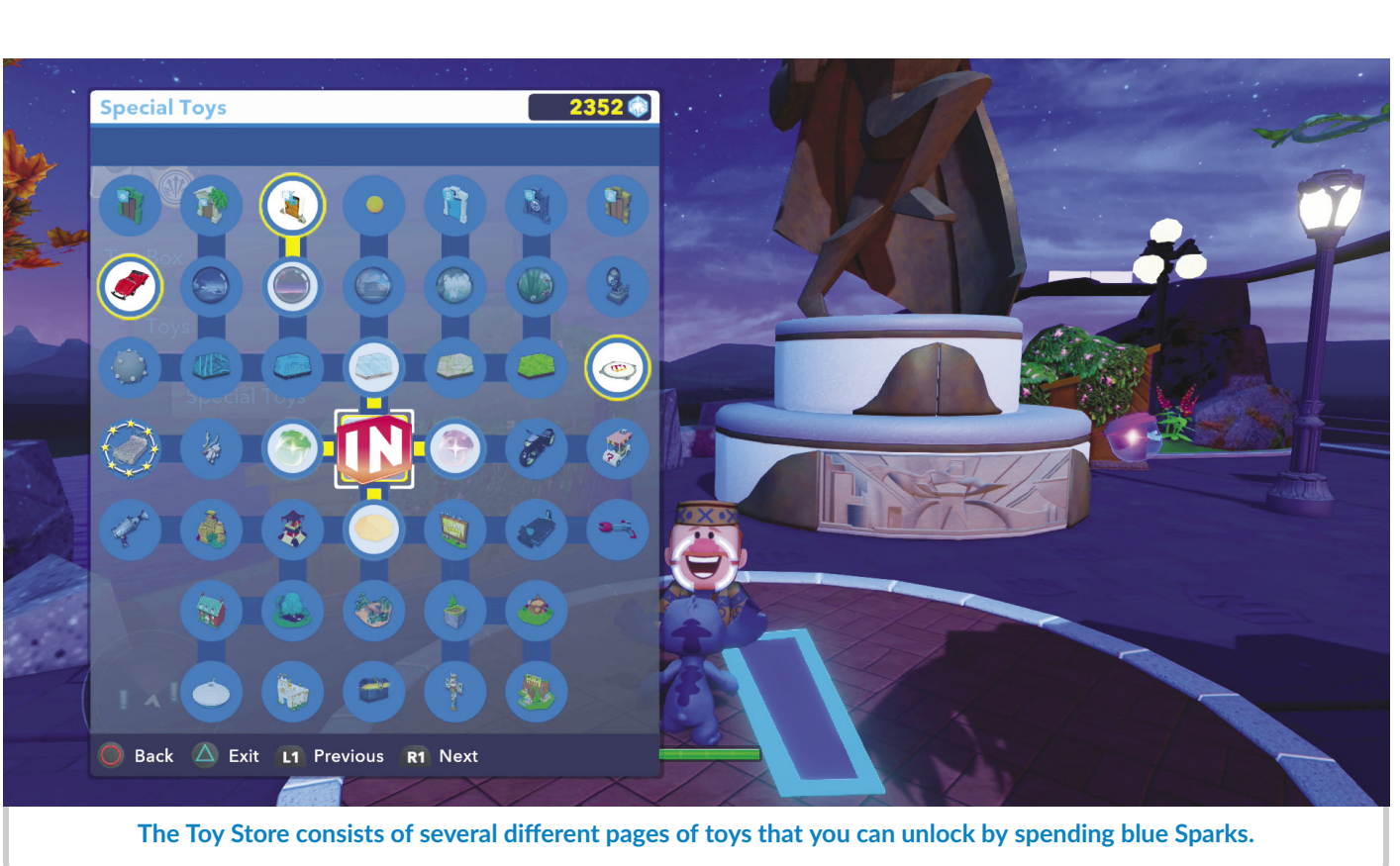
TOY STORE HOST

Remember Oaken from *Frozen*? He is the Toy Store Host and is here to teach you all about the Toy Store and how to get more toys for your Toy Box. As soon as you walk over to him, he gives you some blue Sparks. These are the currency in the Toy Box.



Talk to Oaken to learn about the Toy Store.

Start off by asking Oaken what he has for sale. This opens up the Toy Store. Look through the menus and pages of toys. You don't have to buy anything at this time. When you exit the Toy Store, you complete the mission. The next mission is to learn how to get more toys. You can purchase them from the Toy Store Host or from the pause menu. Continue asking Oaken more questions, such as ones about blue Sparks and how to get your Disney Infinity 1.0 toys to finish up two more missions.



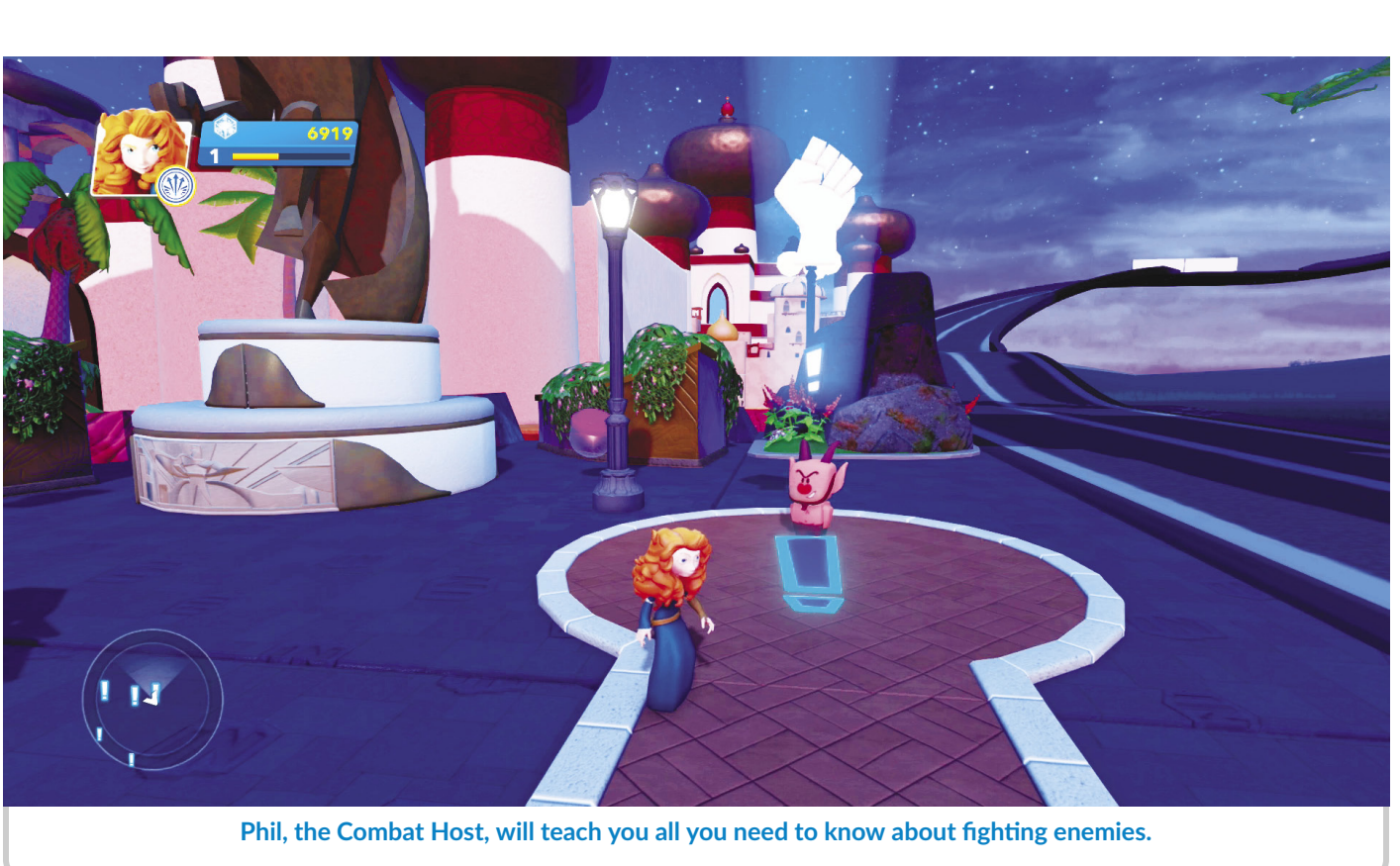
The Toy Store consists of several different pages of toys that you can unlock by spending blue Sparks.

Toy Store Host Missions

Mission	Spark Rewards	Unlocks
Talk to the Toy Store Host	10 blue	—
What does Oaken have for sale?	10 blue	—
How do you get more toys?	50 blue	—
What do blue Sparks do?	10 blue	—
How do you get your Disney Infinity 1.0 toys?	10 blue	—

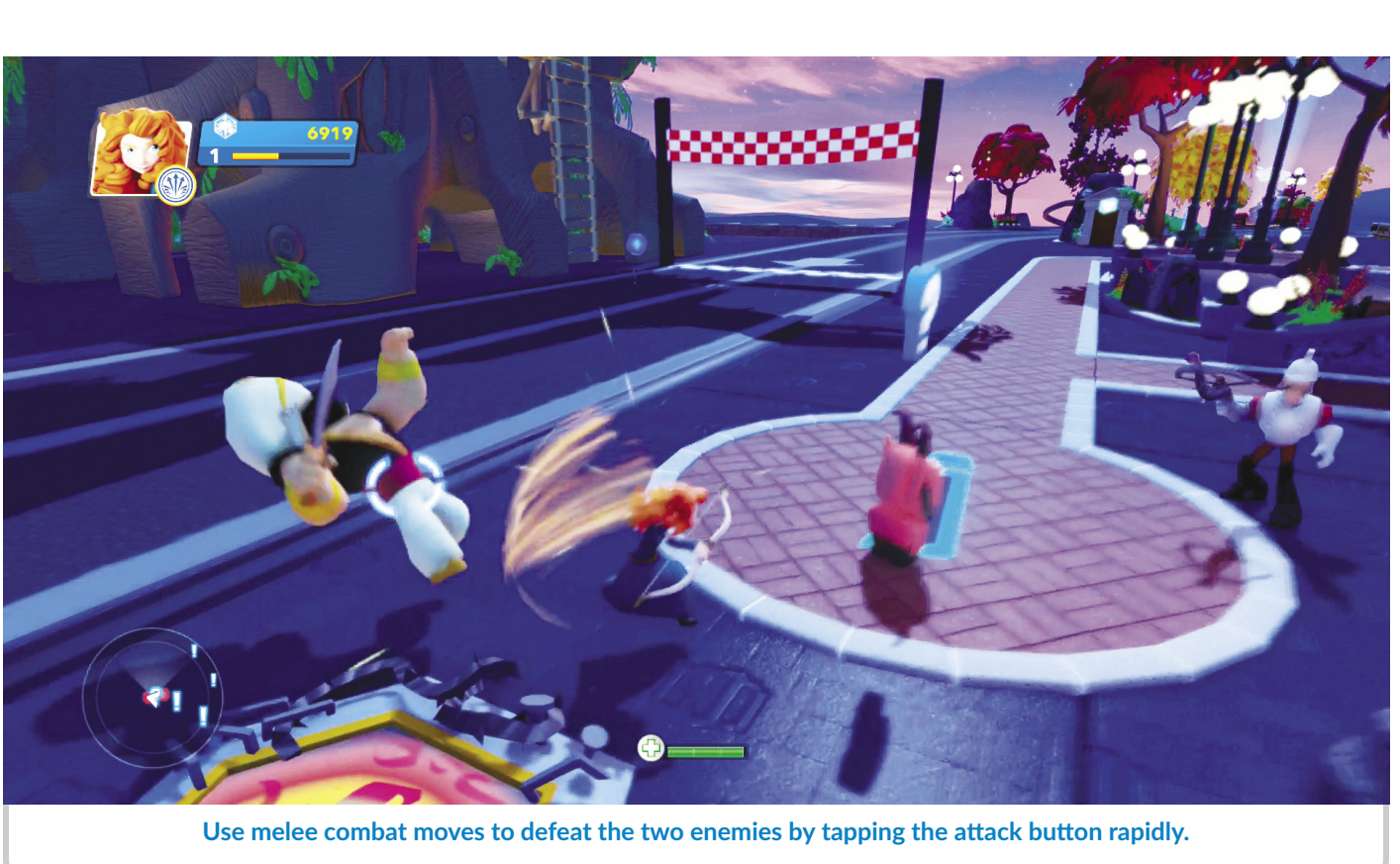
COMBAT HOST

The last of the main Toy Box hosts is Phil, the same person—I mean satyr—that trained Hercules as well as several other characters. He can make you a character too!



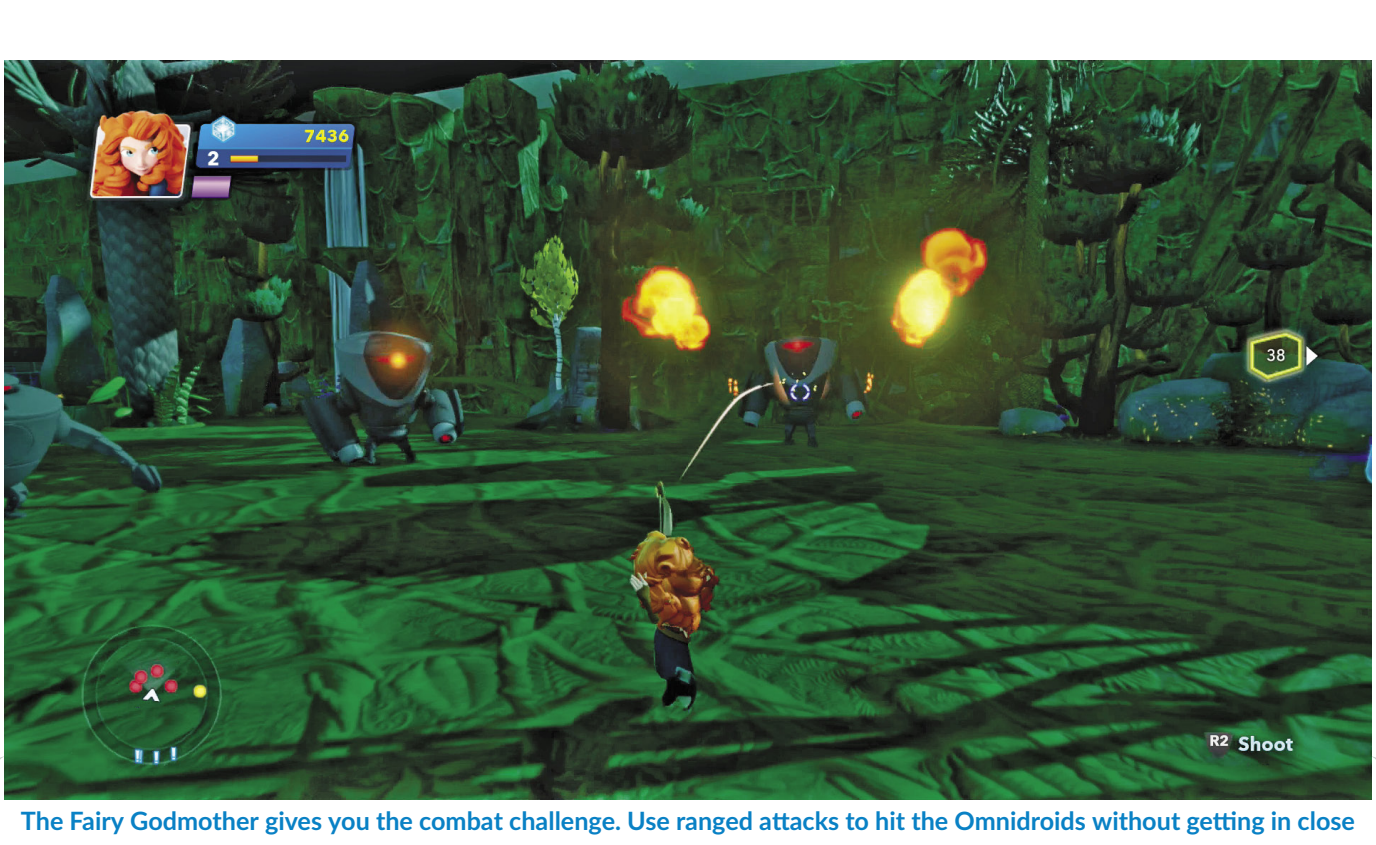
Phil, the Combat Host, will teach you all you need to know about fighting enemies.

You get your first mission when you first talk to Phil. He sends two enemies to attack you. Follow the directions and press the attack button to defeat them. Be sure to gather the Sparks they leave behind once defeated.



Use melee combat moves to defeat the two enemies by tapping the attack button rapidly.

Many characters have a ranged attack or come with a ranged weapon. However, you can change this weapon. Ask Phil about this. He will show you how to press the Item select button to open up the Packs and Tools menu. Here you can assign a weapon such as the Toy Box Blaster to your character so they can use it to attack enemies. Next ask Phil about Toy Box Games. He explains how to place a Toy Box Game piece onto the hexagonal slot on the Disney Infinity base to play these games. Finally talk to Phil about placing enemies in your Toy Box. He shows you how to use the enemy generator to cause enemies to spawn in the Toy Box. Push the button on this toy if you want some more enemies to fight.

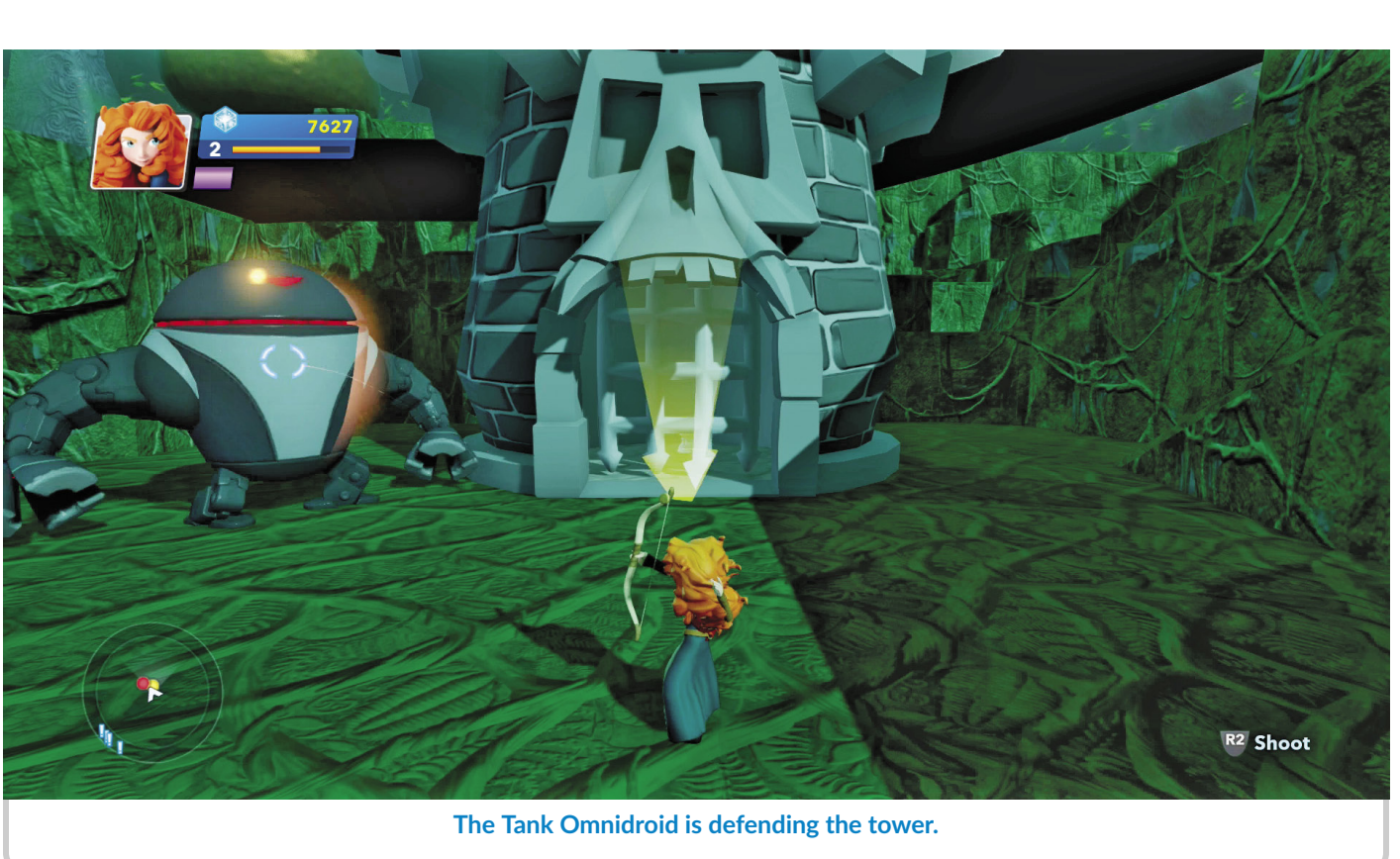


The Fairy Godmother gives you the combat challenge. Use ranged attacks to hit the Omnidroids without getting in close to them.

Now all that is left is the combat challenge. Walk across the race track to talk to the Fairy Godmother. Cinderella is being help captive. You must rescue her. Move into the courtyard area and defeat several Omnidroids so you can get to a button. Push it to lower a bridge so you can reach the tower where Cinderella is located. As you take damage, be sure to collect the green Spark capsules as well as green Sparks left behind by defeated enemies.

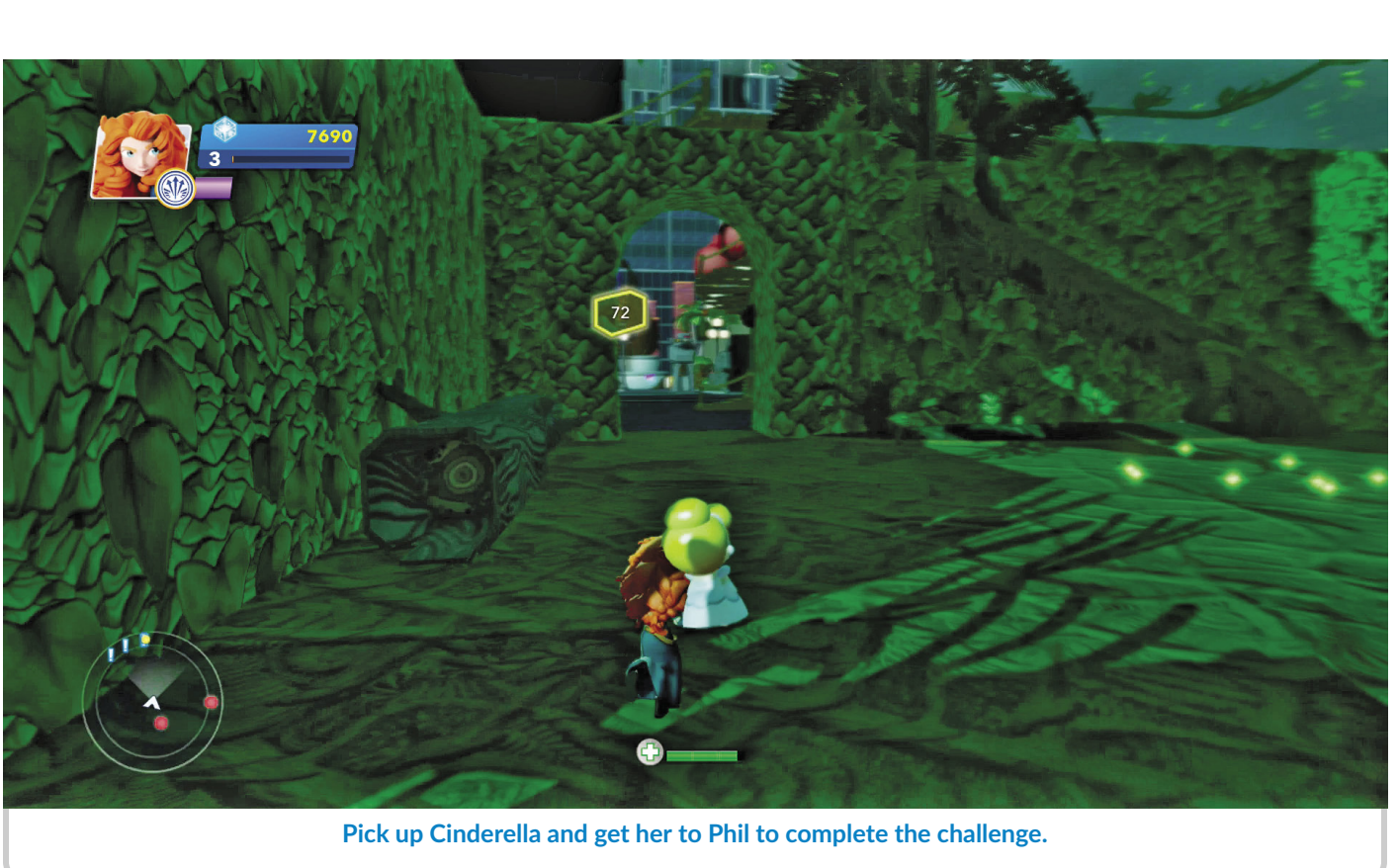
Tip

By this time, you should have leveled up your character a few levels. Be sure to go to the Skill Tree from the pause menu and purchase some skills for your character that will help them be more effective in combat.



The Tank Omnidroid is defending the tower.

Once you get across the bridge, you must face the boss—a Tank Omnidroid. This is one strong enemy and it can take a lot of damage. Stay back and use the Toy Box Blaster or your character's ranged attack to hit this boss. When it begins firing its lasers at you, move behind the tower for cover. Then resume your attack when the laser stops firing. Keep at it until the Tank Omnidroid is defeated.

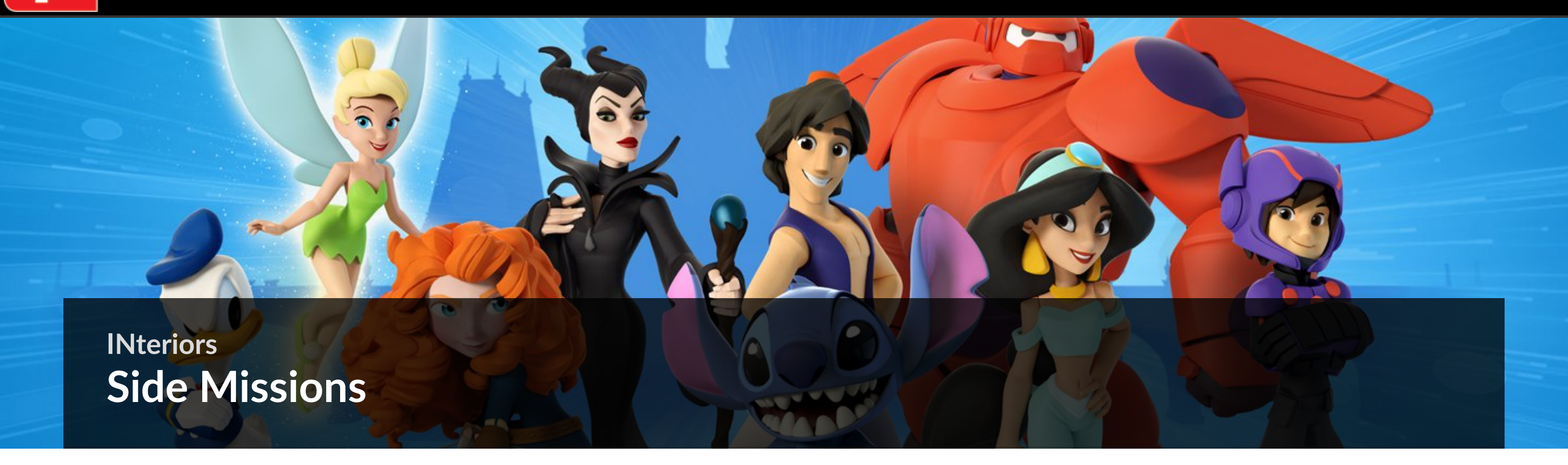


Pick up Cinderella and get her to Phil to complete the challenge.

The tower opens and you can pick up Cinderella. Carry her across the bridge. However, there are more Omnidroids waiting. If you try to fight, you will drop Cinderella. So just run as fast as you can through the courtyard and out into the Toy Box main area. Get her to Phil to complete this challenge. If you have already completed all of the other missions and challenges, you will have unlocked the final reward at the same time.

Combat Host Missions

Mission	Spark Rewards	Unlocks
Talk to the Combat Host for the first time	35 orange, 100 blue	—
Learn how to hold a weapon	25 orange, 50 blue	—
Learn how to go to a Toy Box Game	25 orange, 100 blue	—
Learn how to fill your Toy Box with enemies	25 orange, 100 blue	—
Complete the combat challenge	150 orange, 300 blue	—



INteriors

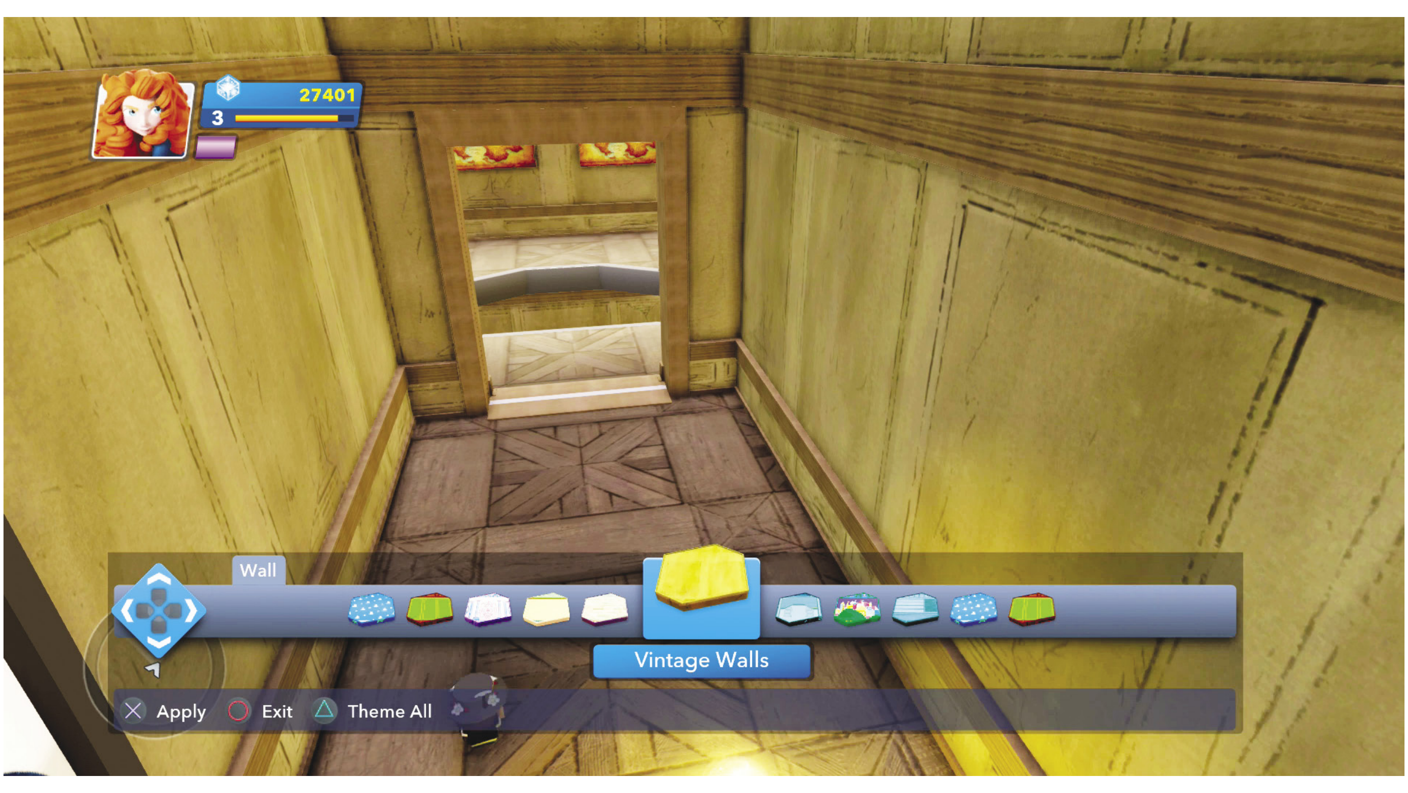
Side Missions

There also six side missions that are available while working in your INterior. They focus on decorating your INterior. Be sure to get one of these missions before you spend a lot of time decorating because what you have done in the past will not go towards the current side mission. Then use these missions as opportunities to work on your INterior. These missions do not unlock toys. However, you do earn blue Sparks for your efforts.

TIDYING UP

Townsperson Mission Giver: Fairy Godmother

Requirement: Select the magic wand from the Packs and Tools menu, then use it to customize INterior rooms 20 times.

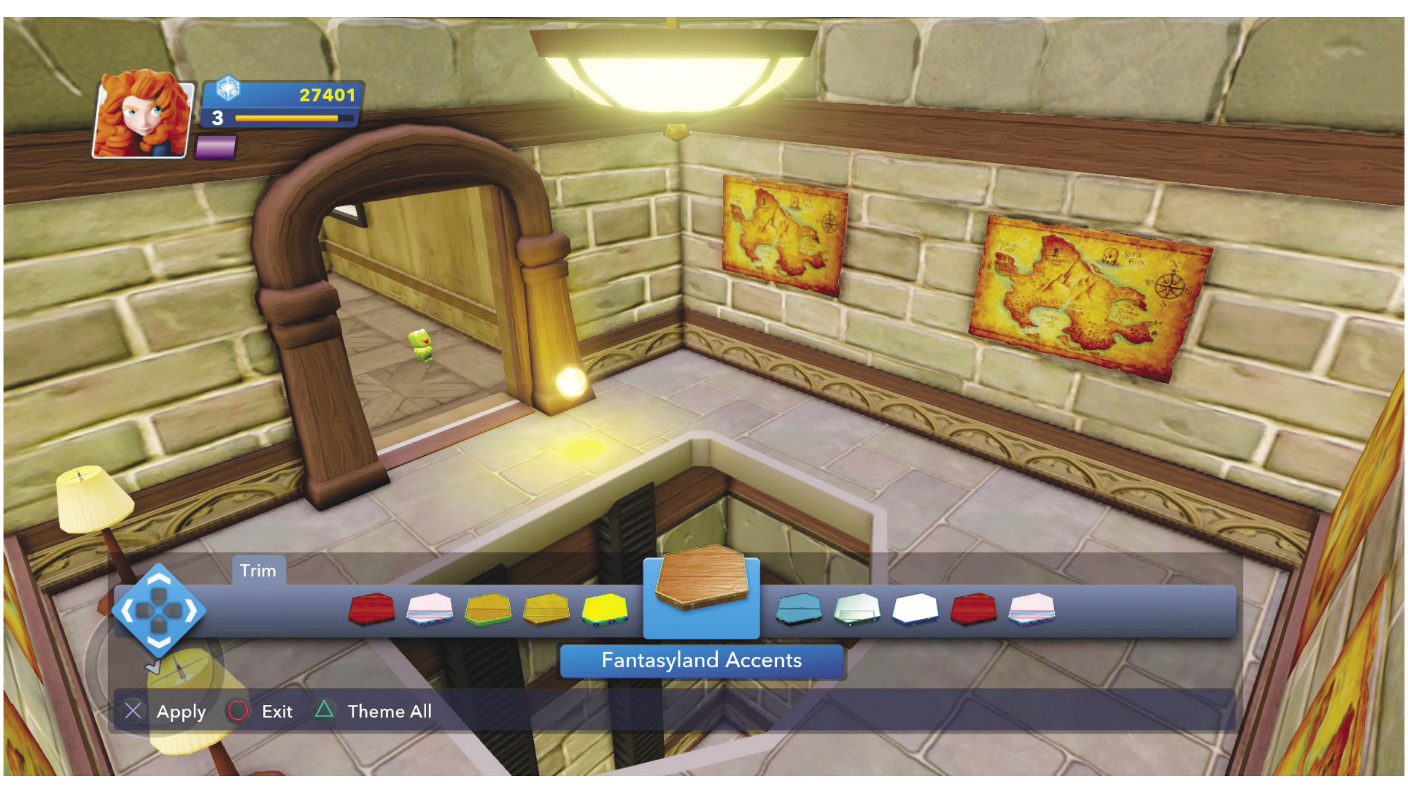

27401
3
Wall
Vintage Walls
Apply
Exit
Theme All

As you add new rooms to your INterior, take some time to customize their walls, floors, and trim. If you want to complete this mission quickly, just change one item and then exit the customizer. Then use the magic wand again to change another item. By doing this, you can get three or four changes in each room and get to that 20 requirement much quicker.

CHANGE OF SCENERY

Townsperson Mission Giver: Fairy Godmother

Requirement: Select the magic wand from the Packs and Tools menu, then use it to customize 20 additional INterior rooms.


27401
3
Trim
Fantasyland Accents
Apply
Exit
Theme All

This is essentially similar to the previous mission. Just customize rooms 20 more times.

REVAMPING THE ROOM

Townsperson Mission Giver: Fairy Godmother

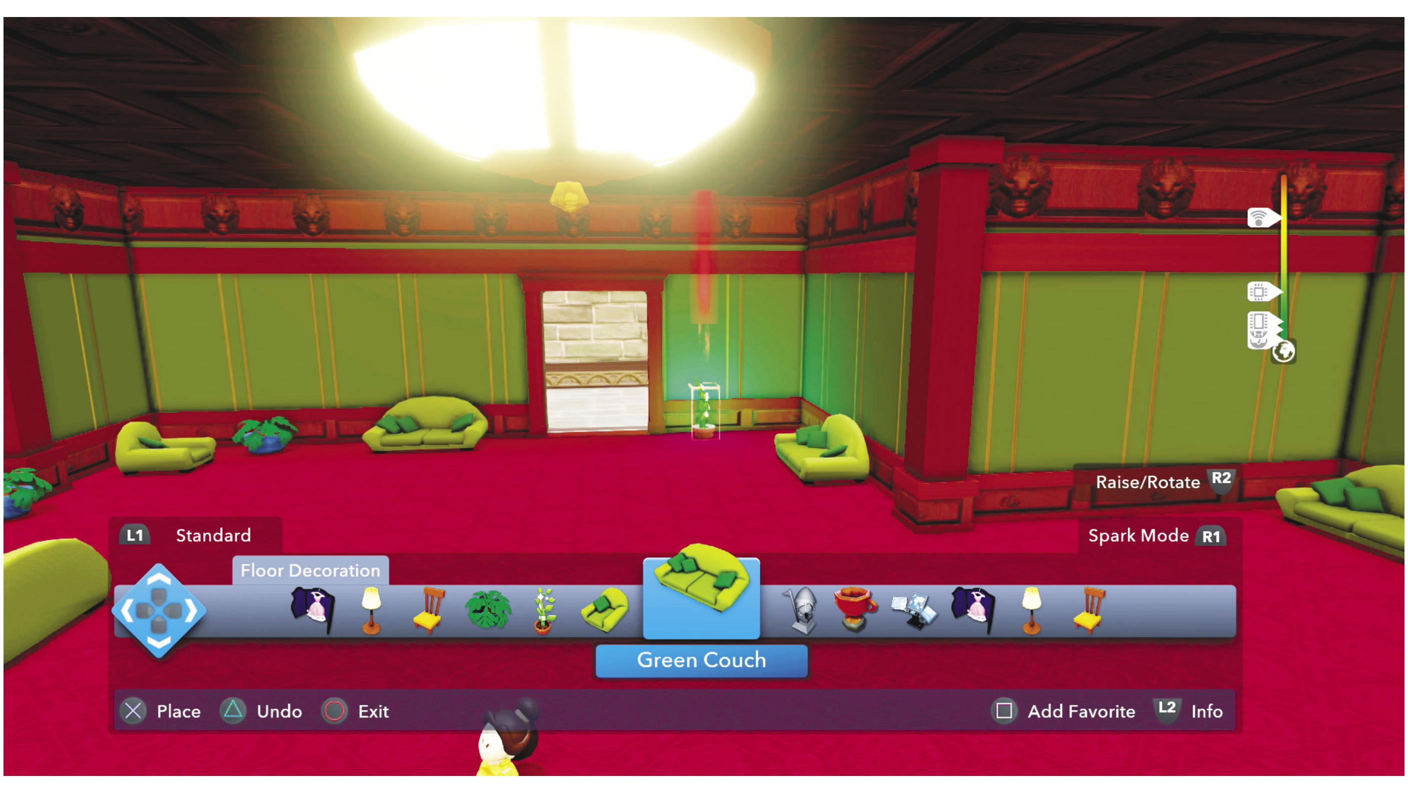
Requirement: Select the magic wand from the Packs and Tools menu, then use it to customize 20 additional INterior rooms.

Customize rooms an additional 20 times.

SOFA, SO GOOD

Townsperson Mission Giver: The Genie

Requirement: Select 25 individual furniture pieces from the Toy Box Editor, and place them in your INterior.

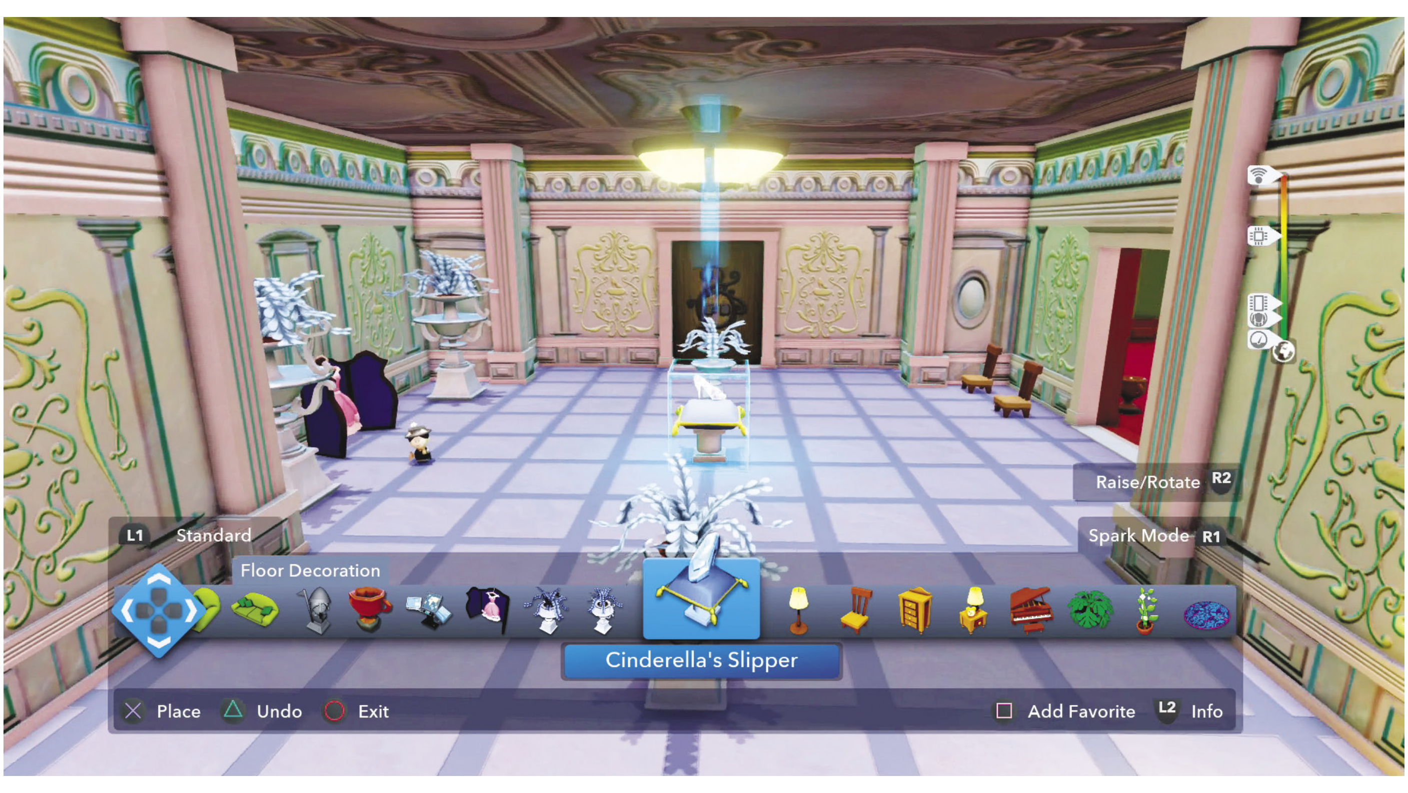

Raise/Rotate R2
L1 Standard
Spark Mode R1
Floor Decoration
Green Couch
Place
Undo
Exit
Add Favorite
L2 Info

You have unlocked some floor decorations, so start putting them into your rooms. While 25 may seem like a lot, they can be spread out through your entire INterior. Put a few in each room and you will easily get this mission completed.

FURNITURE FULFILLMENT

Townsperson Mission Giver: The Genie

Requirement: Select 50 additional individual furniture pieces from the Toy Box Editor, and place them in your INterior.

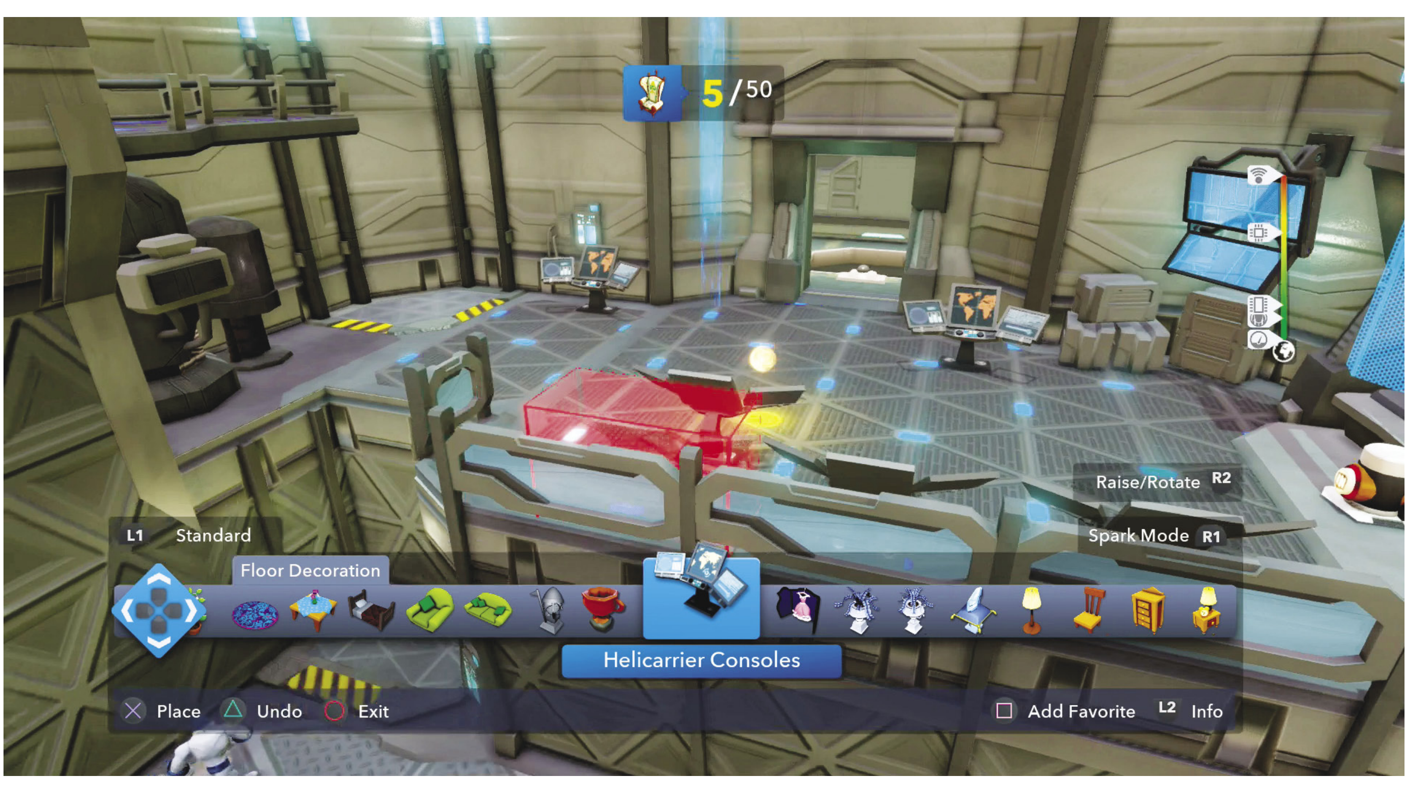

Raise/Rotate R2
L1 Standard
Spark Mode R1
Floor Decoration
Cinderella's Slipper
Place
Undo
Exit
Add Favorite
L2 Info

Continue decorating your INterior with 50 more floor and wall decorations.

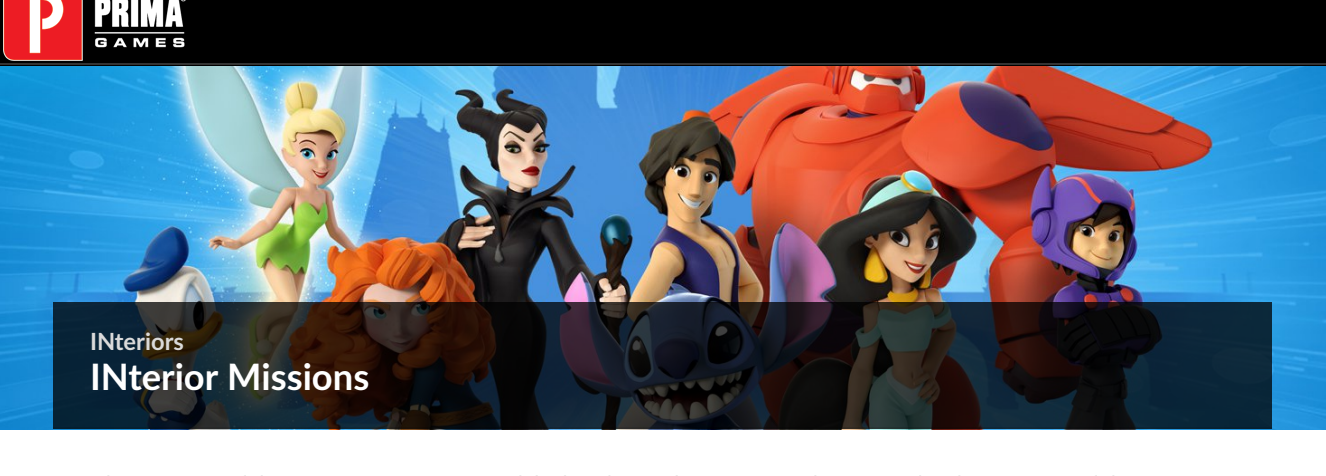
FULLY FURNISHED

Townsperson Mission Giver: The Genie

Requirement: Select 100 additional individual furniture pieces from the Toy Box Editor, and place them in your INterior.


5 / 50
Raise/Rotate R2
L1 Standard
Spark Mode R1
Floor Decoration
Helicarrier Consoles
Place
Undo
Exit
Add Favorite
L2 Info

Place 100 more floor and wall decorations into your INterior.


INteriors

INterior Missions

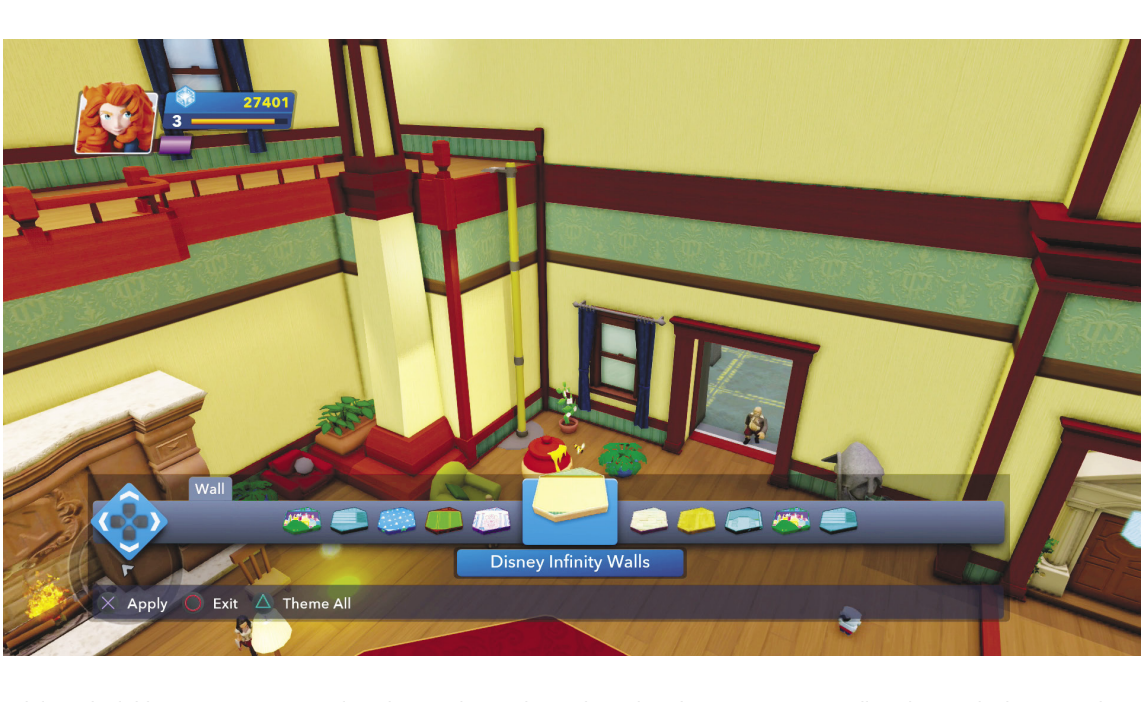
There are several different INterior missions. While they do not always come in the same order, there are several that require you to complete previous missions in order to be offered them.

PERSONAL SPACE

Townsperson Mission Giver: Cogsworth

Requirement: Select the magic wand from the Packs and Tools menu, then use it to customize your INterior walls.

Unlock: Vintage Theme, Lamp, Space Station X-1 Lighting


27401
3
Wall
Disney Infinity Walls
Apply
Exit
Theme All

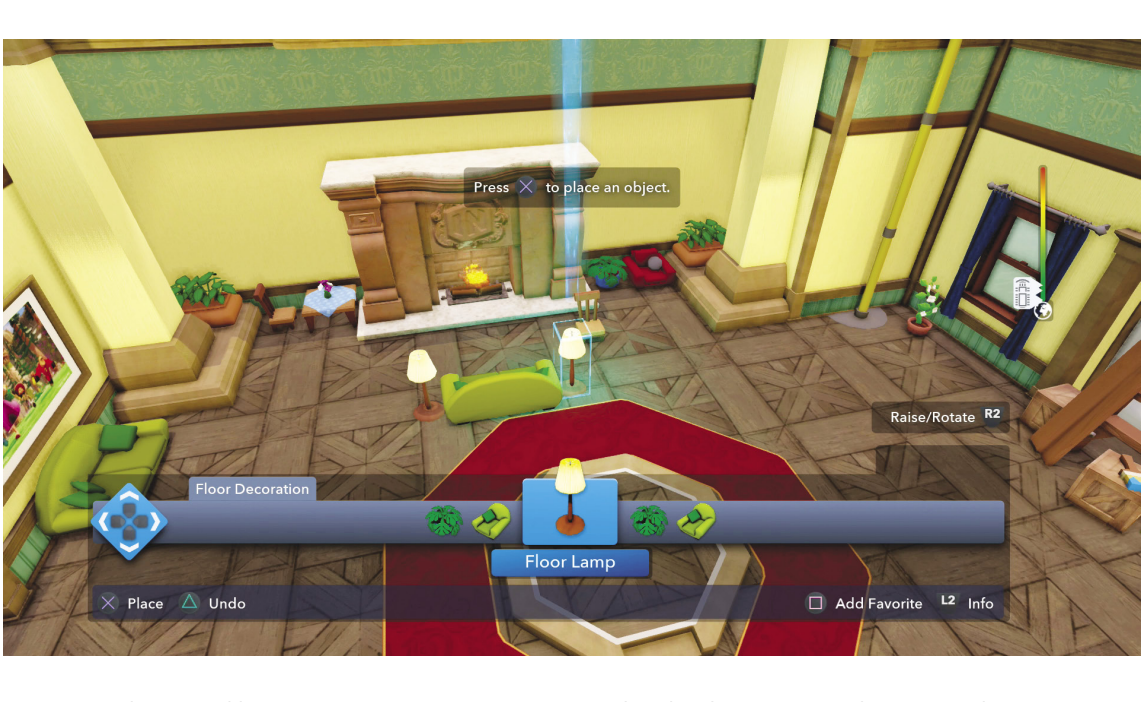
While in the lobby of your INterior, select the wand from the Packs and Tools menu, aim at a wall, and press the button with the palette on the screen in the lower-right corner. This allows you to customize the look of a room. Walls is the initial category. You have a choice of three different themes. Select one and then press the apply button to change the theme of the walls. Then exit the customizer. You have decorated your first walls.

HOME FURNISHING

Townsperson Mission Giver: Cogsworth

Requirement: Select a piece of furniture from the Toy Box Editor and place it in your INterior.

Unlock: Chair, Green Couch, Toon Window, Potted Vine, Disney Infinity Painting


Press ✕ to place an object.
Raise/Rotate R2
Floor Decoration
Floor Lamp
Place
Undo
Add Favorite
L2 Info

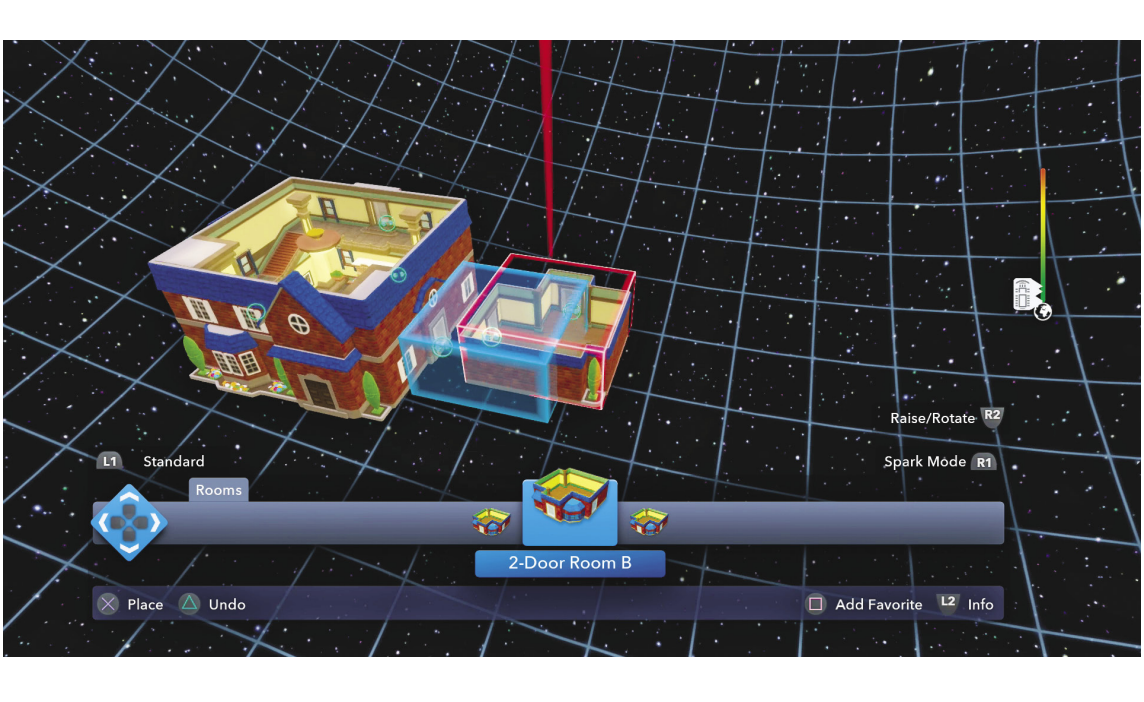
Now you need to start adding some furniture to your INterior. Press the Editor button to enter the Toy Box Editor. You are already in the Floor Decoration category, which is where all furniture you have unlocked is available. Select from a chair, a lamp, or a plant, rotate it as needed, and then place it into your INterior. Continue to place as many pieces of furniture as you want into the room. Once you unlock a toy, you do not have to pay each time you place one. Exit the Toy Box Editor when you are done.

ROOM TO GROW

Townsperson Mission Giver: Cogsworth

Requirement: Select a room from the Toy Box Editor, and place the room in the highlighted area.

Unlock: 2-Door Room B, Long Hall, Short Hall, 1-Door Room


Raise/Rotate R2
Spark Mode R1
L1 Standard
Rooms
2-Door Room B
Place
Undo
Add Favorite
L2 Info

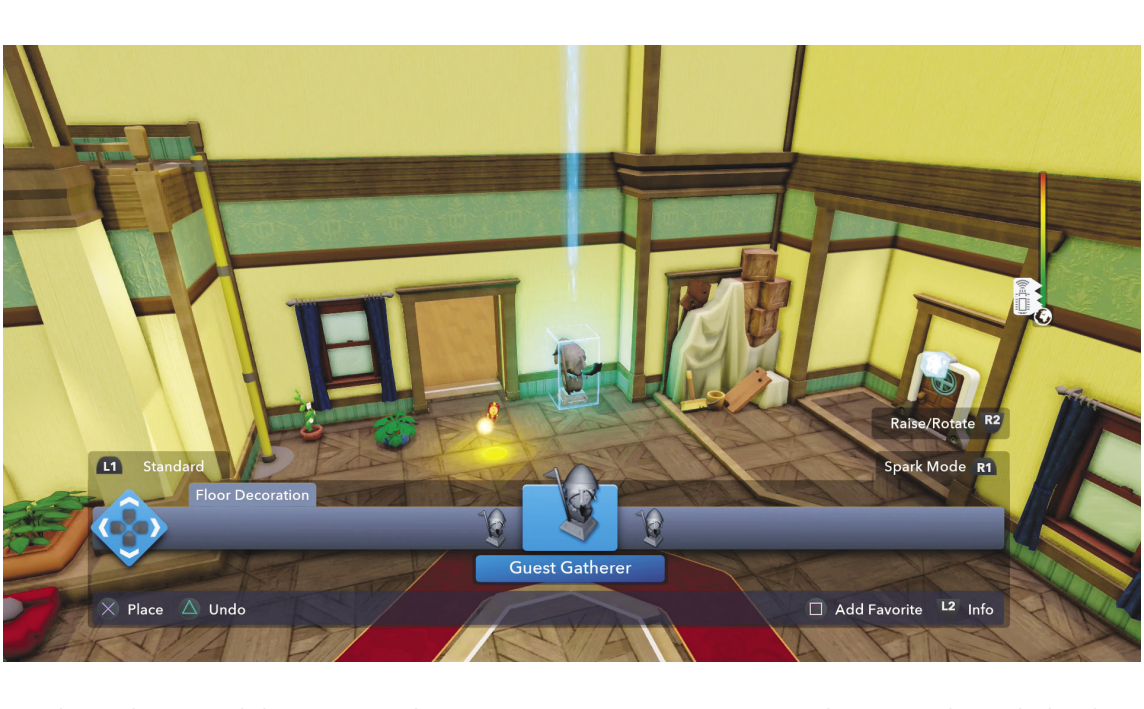
While the lobby of your INterior is nice, you can make your INterior much larger. Let's start off by adding a room. Open the Toy Box Editor and you will already be in the Rooms category. There is only one room from which to choose—2-Door Room B. This room has two doors on adjacent walls. Select this room and then drag if over to your lobby. You can rotate the room to get it so that one of the doors of your new room is facing your lobby. Next, move it so that the two doors connect and then press the connect button to add a room to your INterior. Exit the Toy Box Editor to complete the mission. Once you return to the INterior, you can walk into your new room and even customize it if you want.

YOU'RE WELCOME

Townsperson Mission Giver: Cogsworth

Requirement: Select the Guest Gatherer from the Toy Box Editor and place it in your INterior.

Unlock: Guest Gatherer, Carl Fredricksen Costume, Kuzco Costume, Mr. Toad Costume, Cogsworth Costume, Sleeping Beauty Costume


Raise/Rotate R2
Spark Mode R1
L1 Standard
Floor Decoration
Guest Gatherer
Place
Undo
Add Favorite
L2 Info

Now that you have expanded your INterior, why not invite some guests over to visit. Open the Toy Box Editor and select the Guest Gatherer from the Floor Decorations category. Place it anywhere in your INterior and then exit the Toy Box Editor. Placing this Toy in your INterior causes townspeople guests to arrive and begin visiting your INterior. This is important since some of these guests will have INterior missions for you to complete. You unlock five townspeople in costumes of various Disney characters. You can go into the Toy Box Editor and place these townspeople into your INterior as well as your Toy Box on the outside.

Note

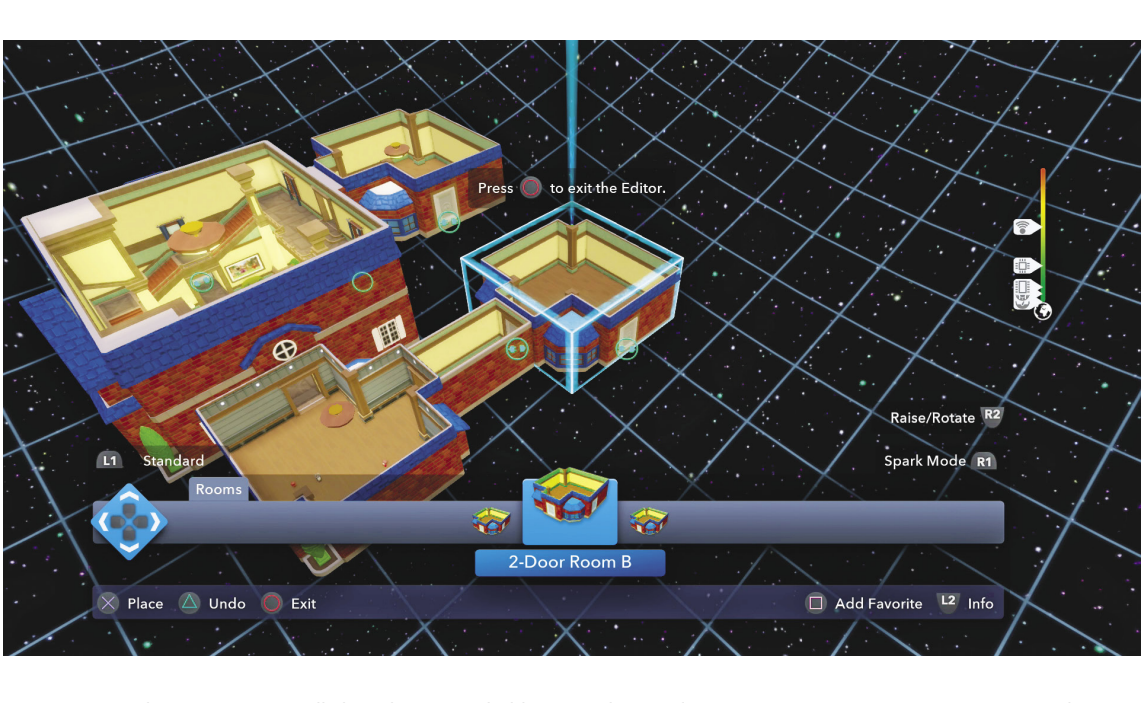
As you complete the above missions, you receive a reward for feats that you accomplish. The Basin Trophy is your first award and appears near the front door of your INterior. Go pick it up and then you can begin using this toy to decorate your INterior.

SPECIAL ADDITION

Townsperson Mission Giver: Scrooge McDuck

Requirement: Select two rooms and two hallways from the Toy Box Editor, and add them to your INterior.

Unlock: Hallway Turn, 3-Door Room B, 2-Door Room A


Press to exit the Editor.
Raise/Rotate R2
Spark Mode R1
L1 Standard
Rooms
2-Door Room B
Place
Undo
Exit
Add Favorite
L2 Info

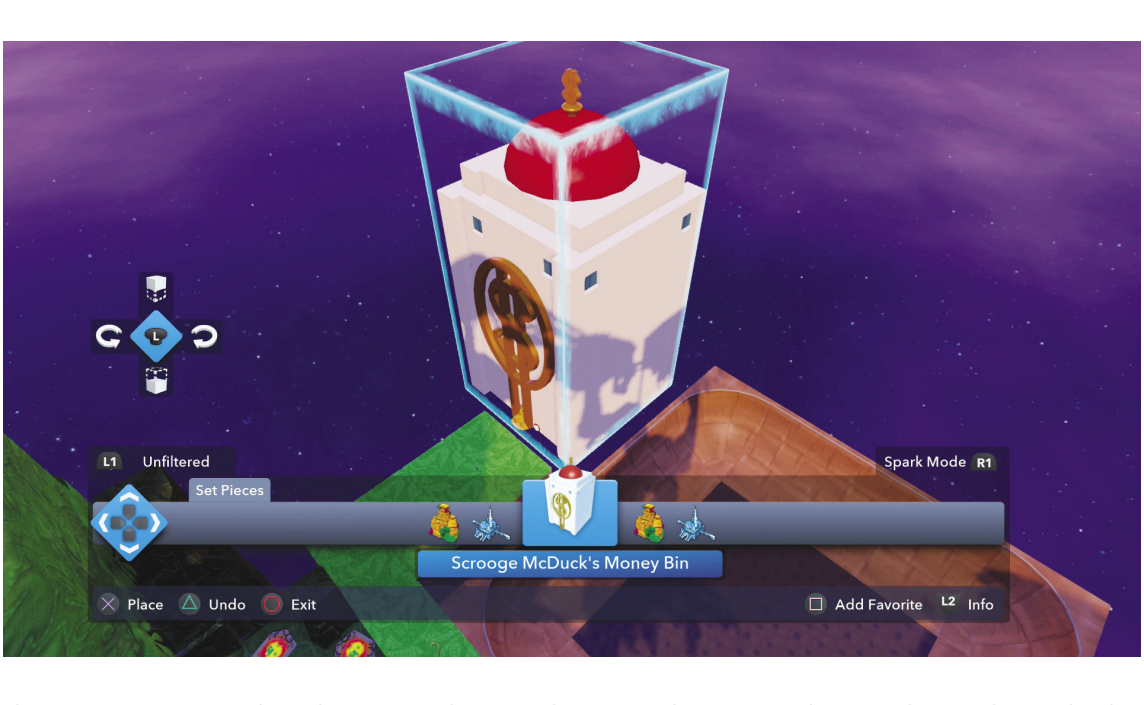
Scrooge McDuck wants to eventually keep his money hidden from the Beagle Boys in your INterior. However, you need to expand some more. Open the Toy Box Editor and start adding some rooms. You need to add at least two hallways and two new rooms to complete this task. Hallways are a great way to separate rooms so you are not walking right from one room into the next—providing a transition from one room to another. They also allow you to connect rooms with shapes that might make it difficult to connect together. Attach two hallways and two rooms to your existing rooms and then exit the Toy Box Editor to complete this mission.

GOLD PLATE REAL ESTATE

Townsperson Mission Giver: Scrooge McDuck

Requirement: Select Scrooge McDuck's Money Bin from the Toy Box Editor, and place it in the Toy Box.

Unlock: 4-Door Room A, Scrooge McDuck's Money Bin (in Toy Box)


L1 Unfiltered
Set Pieces
Spark Mode R1
Scrooge McDuck's Money Bin
Place
Undo
Exit
Add Favorite
L2 Info

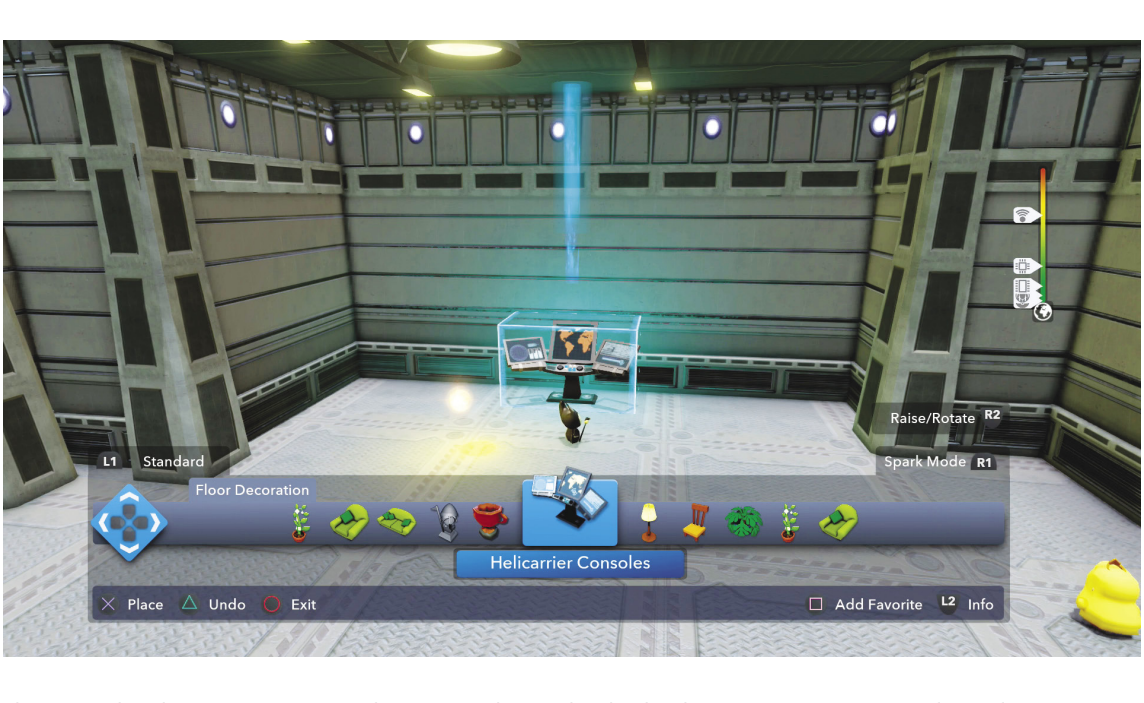
This mission requires you to leave the INterior and return to the Toy Box. There are several missions that must be completed outside of your INterior. Therefore, head to the front door of the lobby and exit the INterior. When you get out into the Toy Box, you will probably need to add some flat terrain to the Toy Box so you have a location on which to build. Use the Toy Box Editor to do this. Then go to the Set Pieces category and select Uncle Scrooge's Money Bin and place it to complete this mission.

HOME BASE

Townsperson Mission Giver: Agent Coulson

Requirement: Select the Helicarrier Consoles from the Toy Box Editor and place it in your INterior.

Unlock: Agent Coulson Costume, Helicarrier Consoles


Raise/Rotate R2
Spark Mode R1
L1 Standard
Floor Decoration
Helicarrier Consoles
Place
Undo
Exit
Add Favorite
L2 Info

This is a quick and easy mission. Go into the Toy Box Editor, and under the Floor Decoration category, select Helicarrier Consoles. Then just place it in one of the rooms of your INterior. That is it.

CHANGE OF VIEW

Townsperson Mission Giver: Belle

Requirement: Use the magic wand to customize the walls, floors, and trim to create a Beast's Castle-themed room.

Unlock: The Beast's Castle Theme

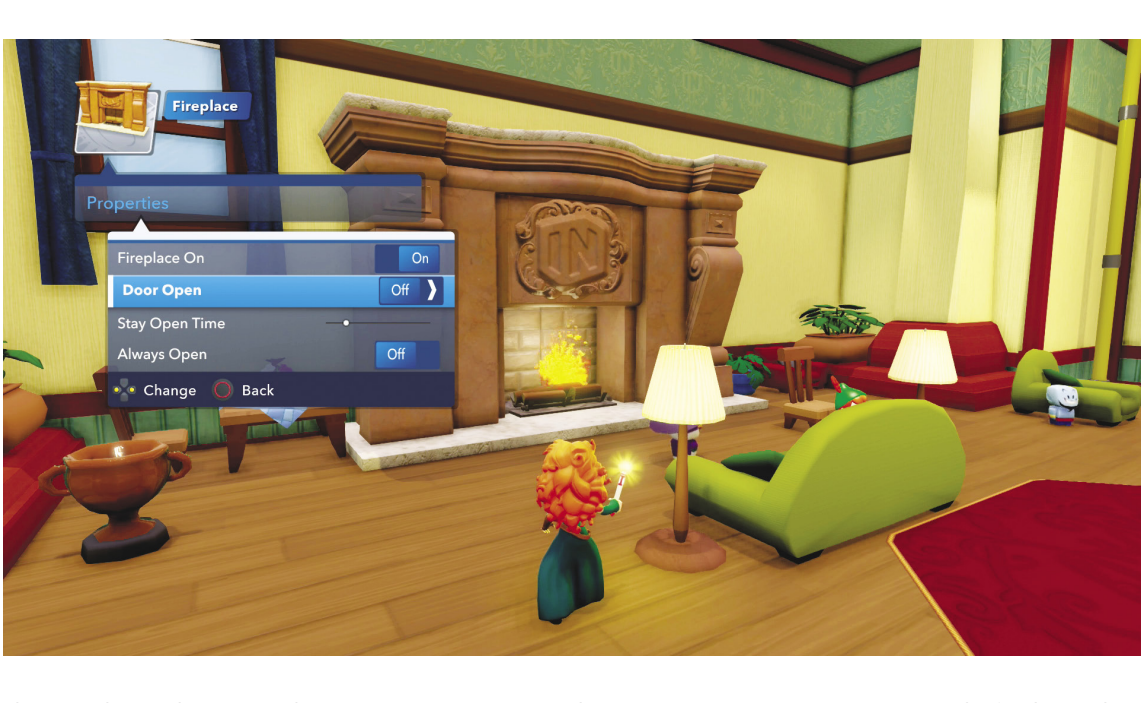
This mission is quick to complete. Find a room in need of decorating and then use the magic wand. Change the wall to The Beast's Castle Walls, the floor to The Beast's Castle Floors, and the trim to The Beast's Castle Accents. Then exit the customizer to earn your reward.

CHIMNEY SNEAK

Townsperson Mission Giver: Darkwing Duck

Requirement: Aim the magic wand at the door in the fireplace, and set it to open.

Unlock: Darkwing Duck Costume


Fireplace
Properties
Fireplace On
On
Door Open
Off
Stay Open Time
Always Open
Off
Change
Back

This is another quick mission and gives you some experience with using Logic Connections on toys. Aim at the fireplace in the lobby and use the magic wand to select it. Then press the button that corresponds to the connections icon of two gears. This opens the Logic Connections menu. Select Properties, then change the Door Open option to "open". You can also use the slider to adjust how long the door stays open as well as choose if you want the door to always stay open. Once you have set the Door Open option, exit this menu to complete the mission.

AIR OF RECOGNITION

Townsperson Mission Giver: Agent Coulson

Requirement: Use the magic wand to customize the walls, floors, and trim to create a Helicarrier-themed room.

Unlock: Helicarrier Theme, Helicarrier Light

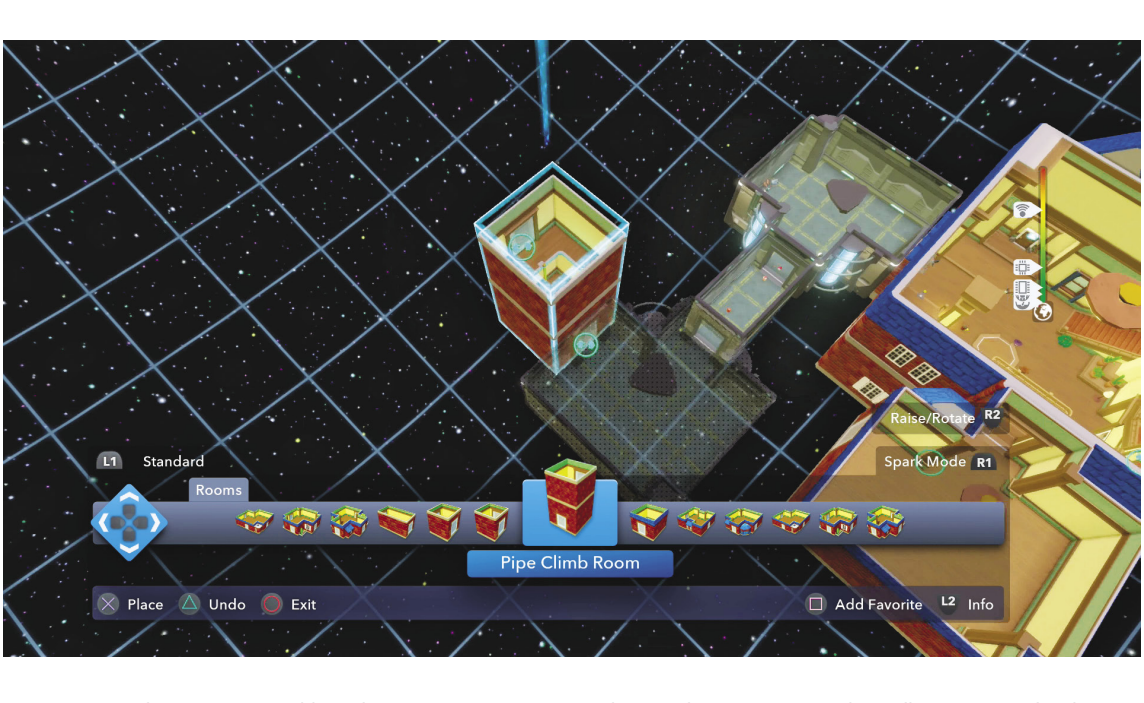
Agent Coulson has another mission for you. He wants a command center to look like the Helicarrier. Pick a room, possibly the one where you placed the Helicarrier Consoles, and then get out your magic wand and start customizing. Change the walls to Helicarrier Walls, the floor to Helicarrier Floor, and the trim to Helicarrier Accents. You might also want to change the light to the Helicarrier Light after you unlock it by completing this mission so it fits in better with the Helicarrier look.

SUCCESS STORIES

Townsperson Mission Giver: Scrooge McDuck

Requirement: Select an elevation room from the Toy Box Editor, and add it to your INterior.

Unlock: Pipe Climb Room, Elevator Room, 4-Door Room B


Raise/Rotate R2
Spark Mode R1
L1 Standard
Rooms
Pipe Climb Room
Place
Undo
Exit
Add Favorite
L2 Info

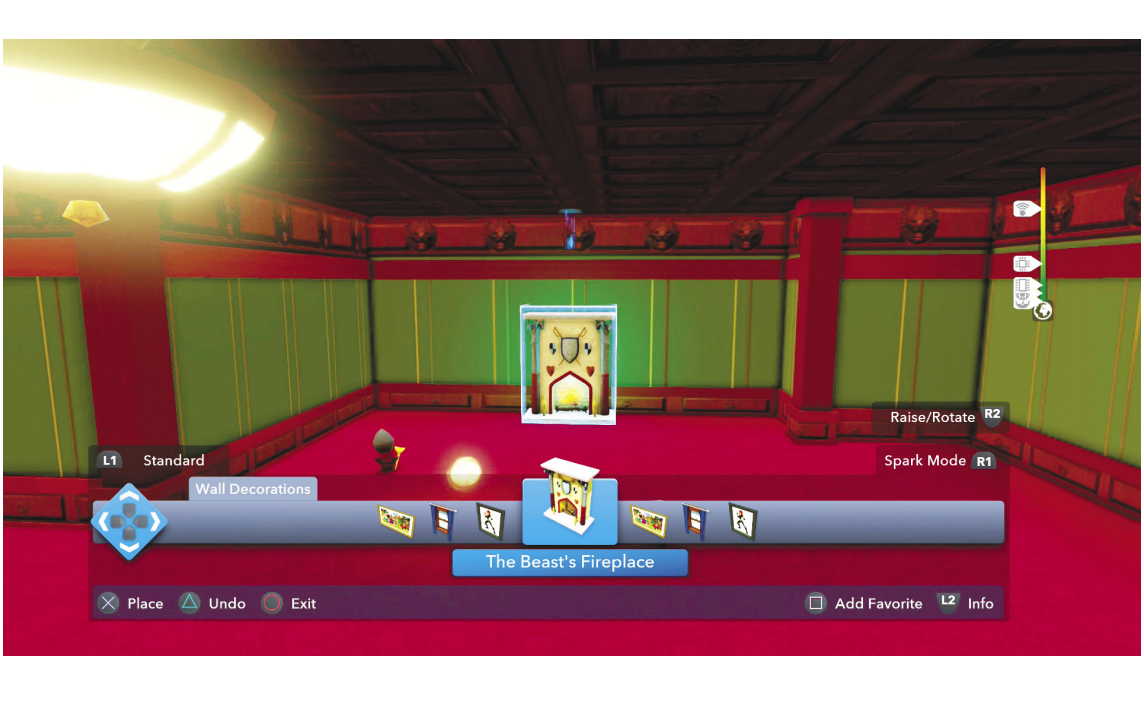
Scrooge McDuck wants you to add another room to your INterior. This time he wants a room that will connect two levels of floors. Open the Toy Box Editor, and go to the Rooms category. You now have the Pipe Climb Room. Attach it to one of your first floor rooms. Then characters can climb the pipe to get up to the higher floor.

WARM RECEPTION

Townsperson Mission Giver: Belle

Requirement: Select Beast's Fireplace from the Toy Box Editor, and place it in your INterior.

Unlock: Beast's Fireplace


Raise/Rotate R2
Spark Mode R1
L1 Standard
Wall Decorations
The Beast's Fireplace
Place
Undo
Exit
Add Favorite
L2 Info

While you can do this in any room, why don't you go back to the room you themed after The Beast's Castle. Then open the Toy Box Editor and select Beast's Fireplace from the Wall Decorations category. Put it along any wall in the room to complete the mission and then exit the editor. Once placed, you can use the magic wand on the fireplace and, using the Logic Connections menu, either turn the fire on or off. This fireplace does not have a secret door built into it.

PETER'S PLAN

Townsperson Mission Giver: Peter Pan

Requirement: Return to the Toy Box or a Toy Box Game and defeat 10 enemies.

Unlock: None

27336
3
R2 Shoot

This is another mission where you need to return to the Toy Box. It is also a mission you can complete while playing in any Toy Box or by playing one of the Toy Box Games. Another option is to go into the Toy Box, open the Toy Box Editor, and place 10 enemies for you to defeat. The Enemy Generator can also spawn enemies in the Toy Box for you. Whatever you choose, defeat a total of 10 enemies to complete this mission.

CINDERELLA SWITCH

Townsperson Mission Giver: Cinderella

Requirement: Use the magic wand to customize the walls, floor, and trim to create a Cinderella-themed room.

Unlock: Cinderella Castle Theme, Cinderella's Pink Dress

Pick a room in your INterior, or add a new one, and then use the magic wand to customize it. Change the walls to Cinderella Castle Walls, the floor to Cinderella Castle Floor, and the trim to Cinderella Castle Accents.

GARDENER'S GRIP

Townsperson Mission Giver: Cinderella

Requirement: Return to the Toy Box and collect 10 flowers.

Unlock: Cinderella Castle Shrub, Cinderella Castle Fern

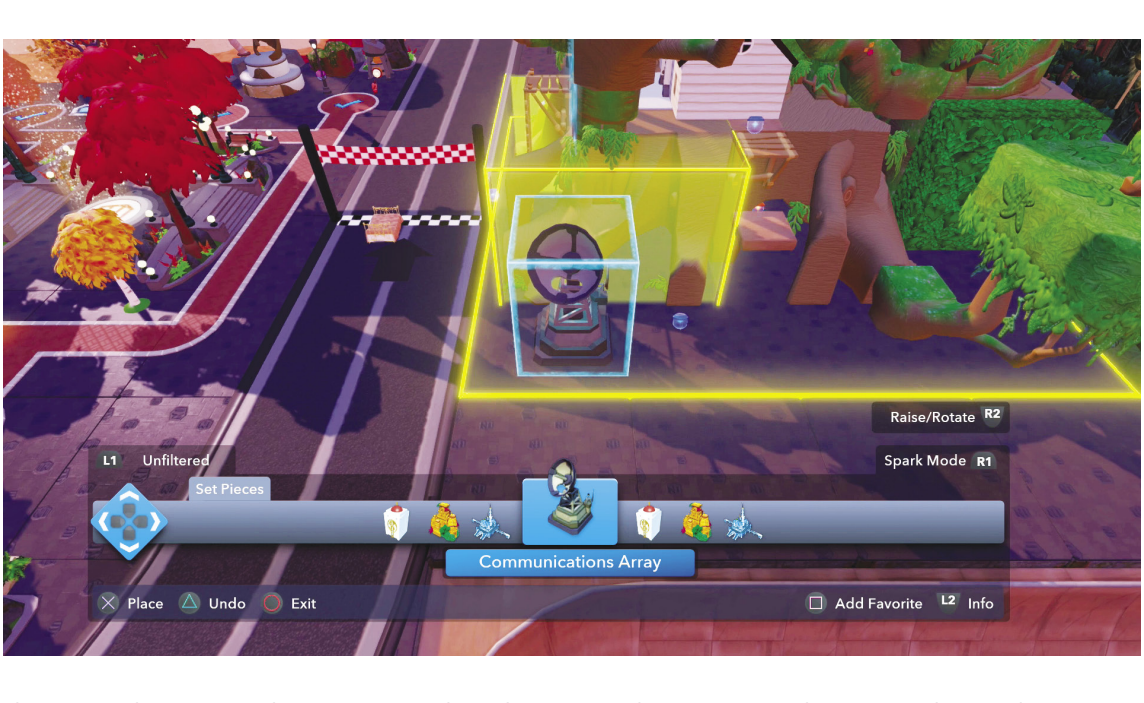
Head back out to the Toy Box and begin collecting flowers. They can be found all over. Therefore, this is a good mission to combine with another you have to do out in the Toy Box, like one of Peter Pan's missions. Once you have collected 10 flowers, the mission is complete.

ELEVATED THREAT

Townsperson Mission Giver: Agent Coulson

Requirement: Select the Communications Array from the Toy Box Editor and place it in the Toy Box.

Unlock: Communications Array


Raise/Rotate R2
Spark Mode R1
L1 Unfiltered
Set Pieces
Communications Array
Place
Undo
Exit
Add Favorite
L2 Info

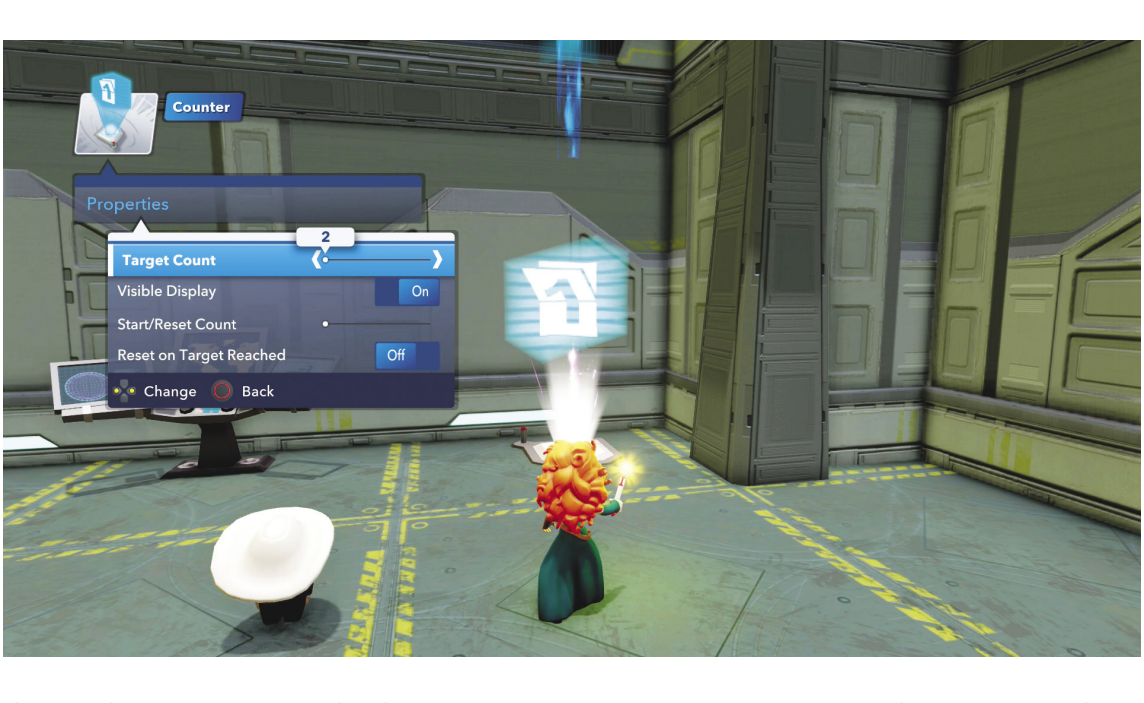
This is one of those missions that requires you to leave the INterior and venture out into the Toy Box. When you do, open up the Toy Box Editor and find the Communications Array under the Set Pieces category. Place it anywhere in the Toy Box to complete this mission.

CONTRIVED CONTRAPTIONS

Townsperson Mission Giver: Darkwing Duck

Requirement: Use the magic wand to assign two Logic Connections to toys in your INterior.

Unlock: None


Counter
Properties
Target Count
2
Visible Display
On
Start/Reset Count
Reset on Target Reached
Off
Change
Back

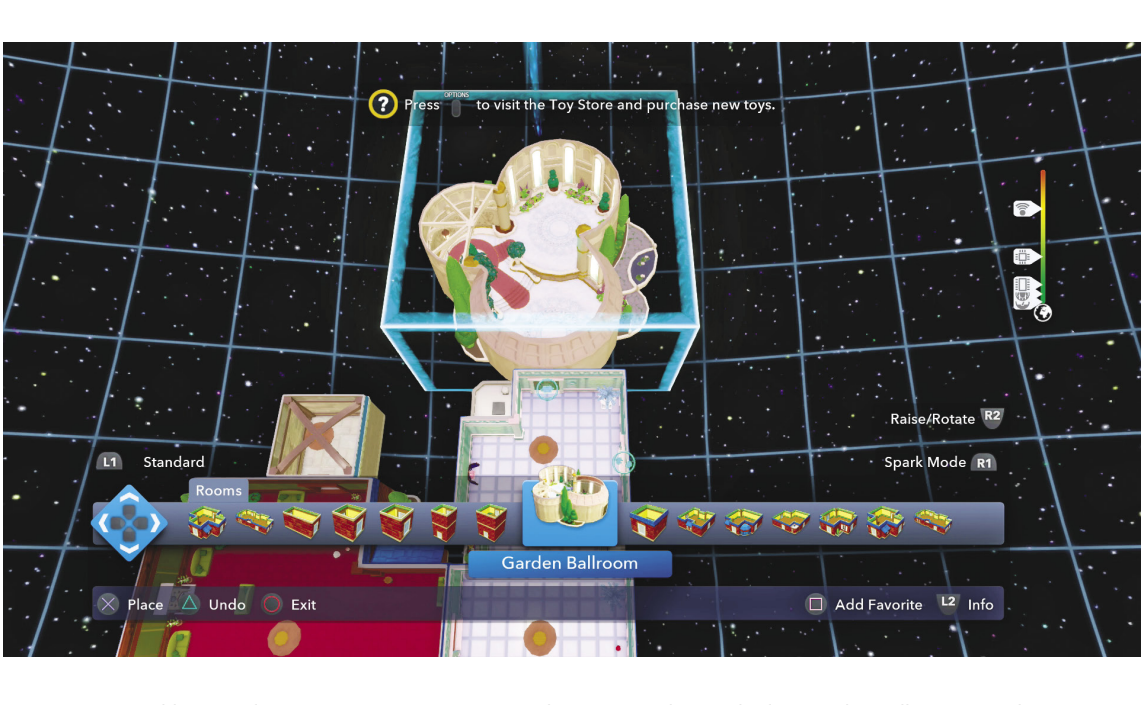
There are a lot of ways you can complete this mission. However an easy way is to go into a room and set up a counter to keep track of how many characters are in the room. To do this, open the Toy Box Editor and go to the Creativi-Toys category. Select the Counter and place it in the corner of the room. Now exit the editor, and use the magic wand in the room. Select the button related to the connection icon and open the Logic Connection menu. Select New Logic Connection and then choose to send a message when "entered". Pick "Any" from the next menu so that when any character or townsperson enters, it triggers this action. Now use the magic wand and aim at the Counter Toy. Press the designated button to Connect the logic instructions for the room to the Counter. Finally, in the next menu for what you want the Counter to do when it receives a message that someone has entered the room, select "increment" and then "by 1". Do this same thing or experiment with other connections in the same room or another area to complete this mission.

FLORAL ARRANGEMENT

Townsperson Mission Giver: Cinderella

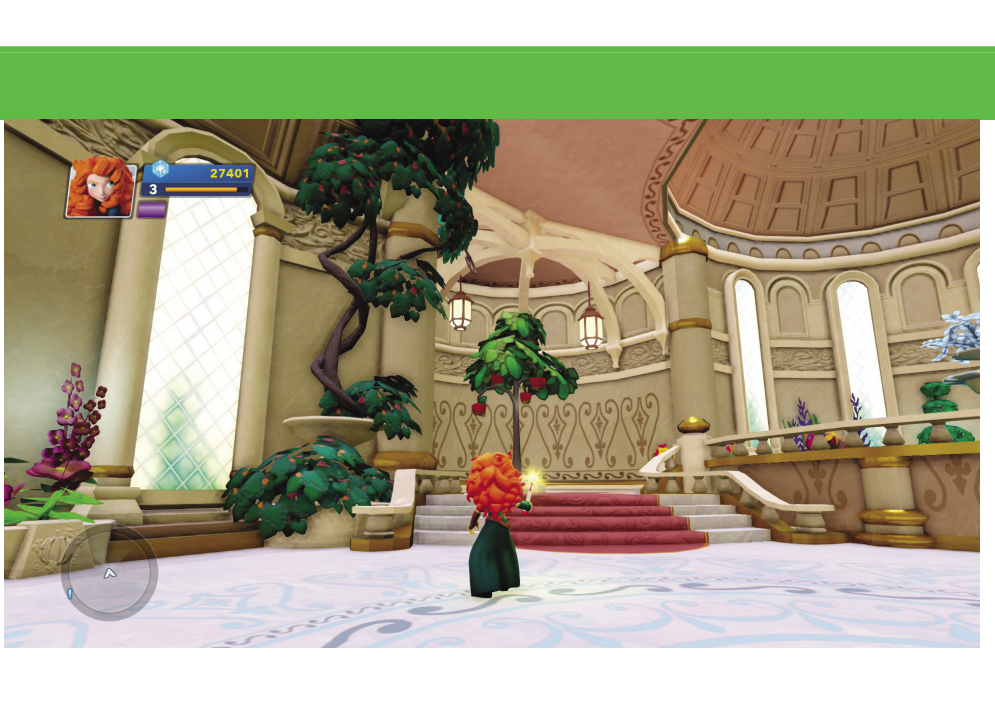
Requirement: Select the Garden Ballroom from the Toy Box Editor and place it in the designated, highlighted area.

Unlock: Garden Ballroom


Press to visit the Toy Store and purchase new toys.
Raise/Rotate R2
Spark Mode R1
L1 Standard
Rooms
Garden Ballroom
Place
Undo
Exit
Add Favorite
L2 Info

You now get to add a specialty room to your INterior. Open the Toy Box Editor and select Garden Ballroom from the Rooms category. A good place for this is next to your Cinderella Castle-themed room; however, you can put it anywhere you want. Connect it to an existing room and you are ready to go.

Tip



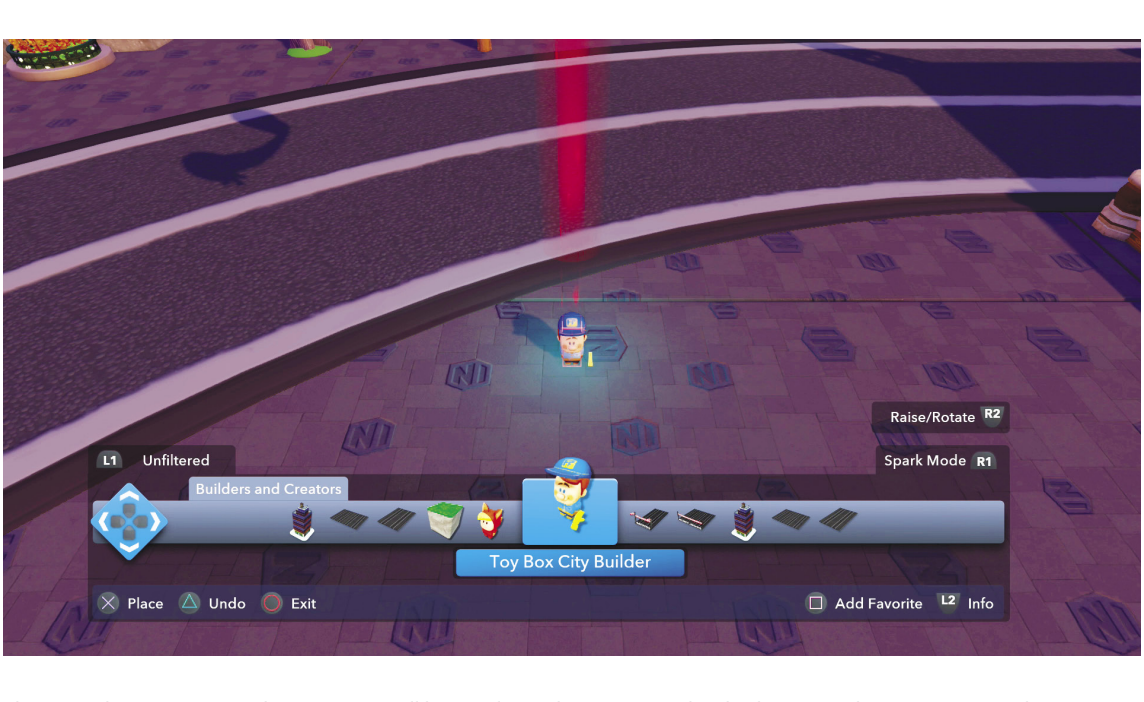
When you add the Garden Ballroom to your INterior, there are several planters with an icon on them. When the princess townsperson that matches that icon comes and stops in front of that planter, the planter will customize to that princess's theme. For example, if Snow White comes to the planter with the apple, an apple tree will replace the tree there. Unlock or purchase all of the princess townspeople and place them in this room to help move this along.

BUILD AWAY

Townsperson Mission Giver: Scrooge McDuck

Requirement: Return to the Toy Box and have a Builder create a new home for you.

Unlock: Toy Box City Builder, Toy Box Treehouse Builder, New Concept


Raise/Rotate R2
Spark Mode R1
L1 Unfiltered
Builders and Creators
Toy Box City Builder
Place
Undo
Exit
Add Favorite
L2 Info

This is another easy mission; however, you will have to leave the INterior and go back out into the Toy Box. Once there, open the Toy Box Editor and go to the Builders and Creators category. Choose either the Treehouse or City Builder and place him down in the Toy Box. Builders will go around your Toy Box and begin building structures within their theme. Once the Builder is placed, the mission is complete. After a while, you will find that the Builder has built something for you.

NEVERLAND STAND

Townsperson Mission Giver: Peter Pan

Requirement: Return to the Toy Box or a Toy Box Game and defeat 25 more enemies.

Unlock: None

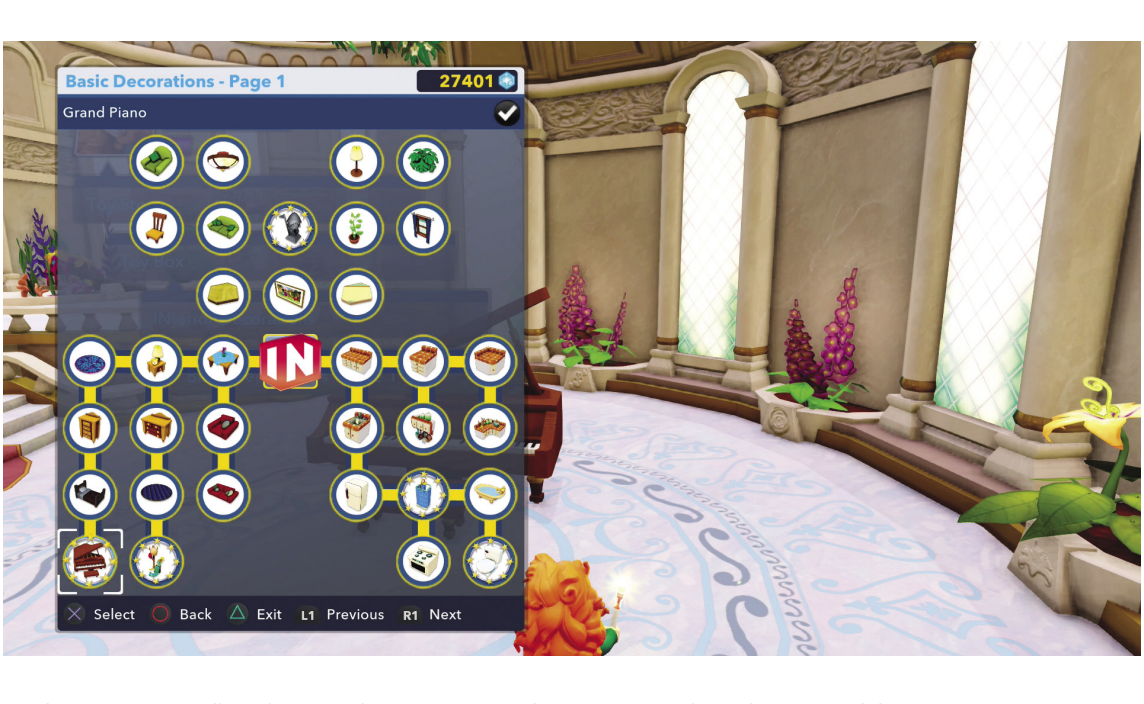
As with the previous Peter Pan mission, you just have to defeat enemies out in the Toy Box. Next time you are out there, find someone to fight—actually 25 of them.

THE HIGH NOTE

Townsperson Mission Giver: Cinderella

Requirement: Select a music-playing toy from the Toy Box Editor and place it in your INterior.

Unlock: Cinderella's Slipper (reward for completing all of the Princess missions—delivered to your lobby)


Basic Decorations - Page 1
27401
Grand Piano
Select
Back
Exit
L1 Previous
R1 Next

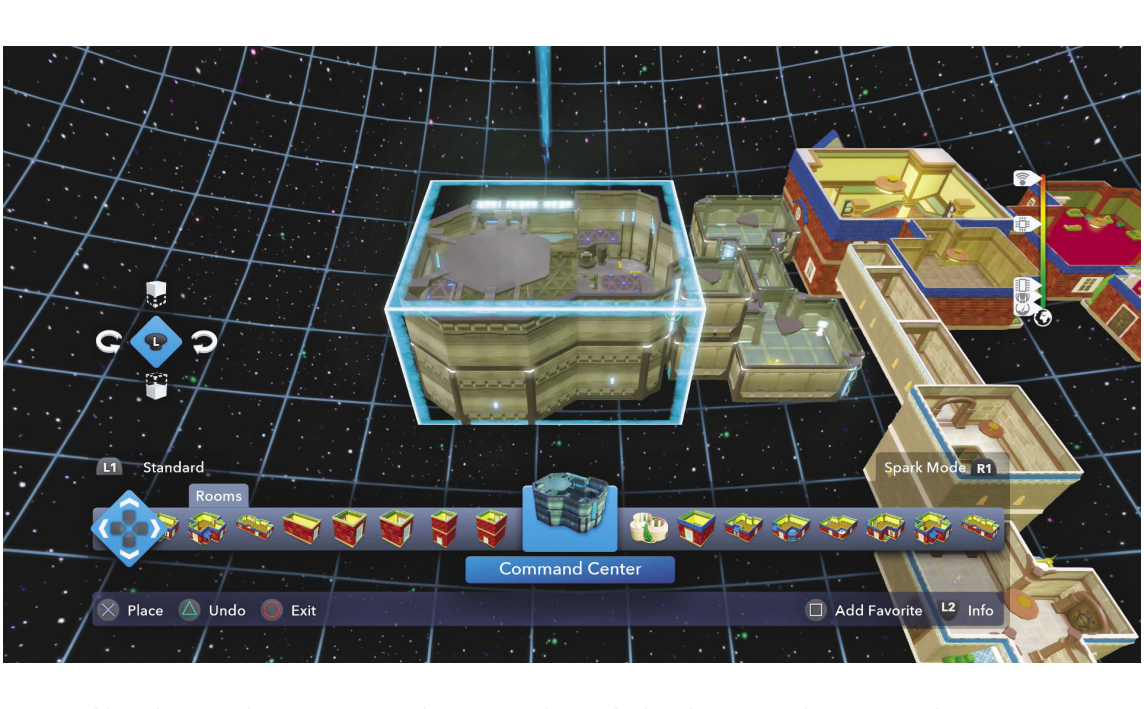
For this mission, you will need to go to the Toy Store from the pause menu. Then select Toys and then INterior Decorations. One of the music-playing toys you can choose is the Grand Piano from the Basic Decorations–Page 1 menu. However, to purchase this toy, you must first buy the Table, the Nightstand, the Round Ornate Rug, the Tall Dresser, and the Bed in order to get to the Grand Piano on the toy tree. Then return to the game and open the Toy Box Editor. Select the Grand Piano from the Floor Decoration category and place it in one of your rooms. It will automatically start playing music on its own.

IT'S OFFICIAL

Townsperson Mission Giver: Agent Coulson

Requirement: Select the Command Center Room from the Toy Box Editor, and place it in your INterior.

Unlock: Command Center, The Tesseract (reward for completing all of Agent Coulson's missions—delivered to your lobby)


L1 Standard
Rooms
Spark Mode R1
Command Center
Place
Undo
Exit
Add Favorite
L2 Info

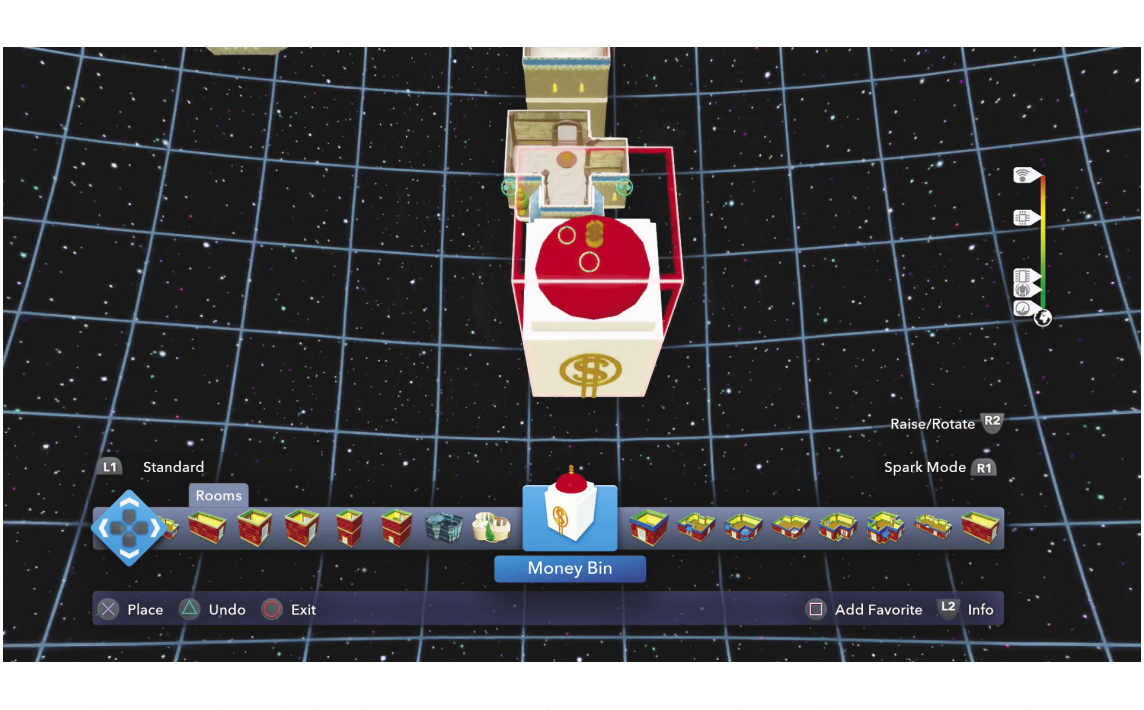
Time to add another specialty room. Open up the Toy Box Editor and select the Command Center from the Rooms category. Connect it to one of the doors of your INterior to complete this mission. The Command Center is a room where you can train, fighting against enemies. Enter the room and press the button along one wall. Then go down into the training area and let the combat begin.

HOME SAFE HOME

Townsperson Mission Giver: Scrooge McDuck

Requirement: Select the INterior Money Bin from the Toy Box Editor and place it in your INterior.

Unlock: Money Bin, Scrooge McDuck's Money Pile (reward for completing all of Scrooge's missions—delivered to your lobby)


Raise/Rotate R2
Spark Mode R1
L1 Standard
Rooms
Money Bin
Place
Undo
Exit
Add Favorite
L2 Info

Open up the Toy Box Editor and select the Money Bin from the Rooms category. Then attach it to your INterior. When you enter this room, you will see some money down at the bottom. As you collect blue Sparks, the level of the money rises. It reflects the blue Sparks you collect—not what you currently have in your account. So the Money Bin will fill as you continue to play and collect blue Sparks. When you invite friends to visit your Toy Box, they can see just how successful you are.

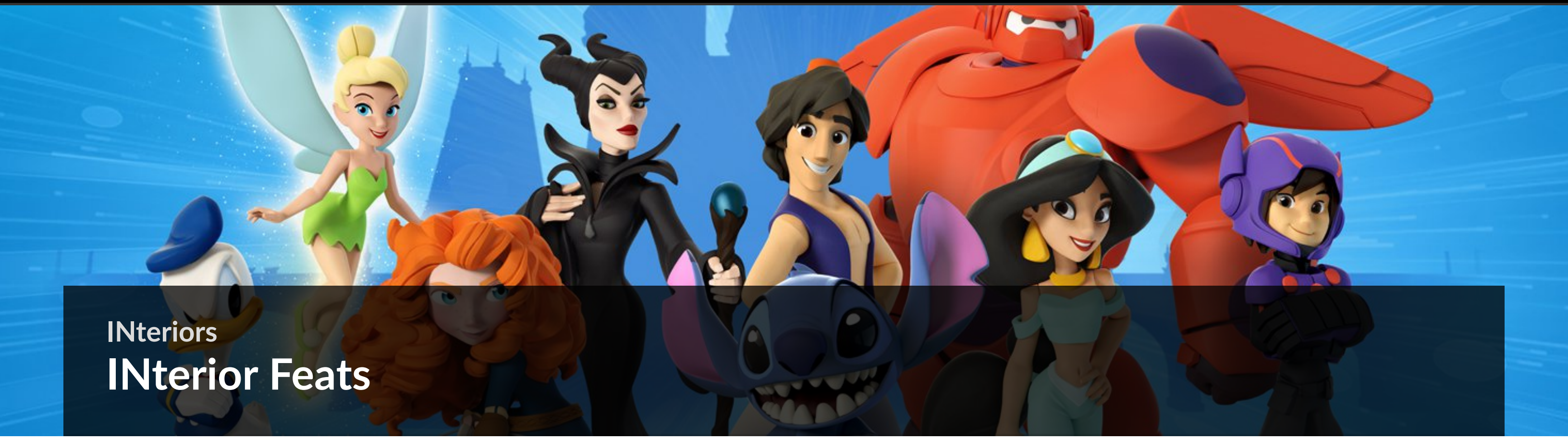
PAN'S DEFENSE

Townsperson Mission Giver: Peter Pan

Requirement: Return to the Toy Box or a Toy Box Game and defeat 100 more enemies.

Unlock: Neverland Map (reward for completing all of the Peter Pan missions—delivered to your lobby)

This is the last of the Peter Pan missions and the toughest. The best way to do this is to just go out and play in the Toy Box and Toy Box Games. However, you can also place 100 Soldier of Hearts or Soldier of Clubs enemies in the Toy Box. Then hop into the Autopia car, select a weapon, and defeat all of them.

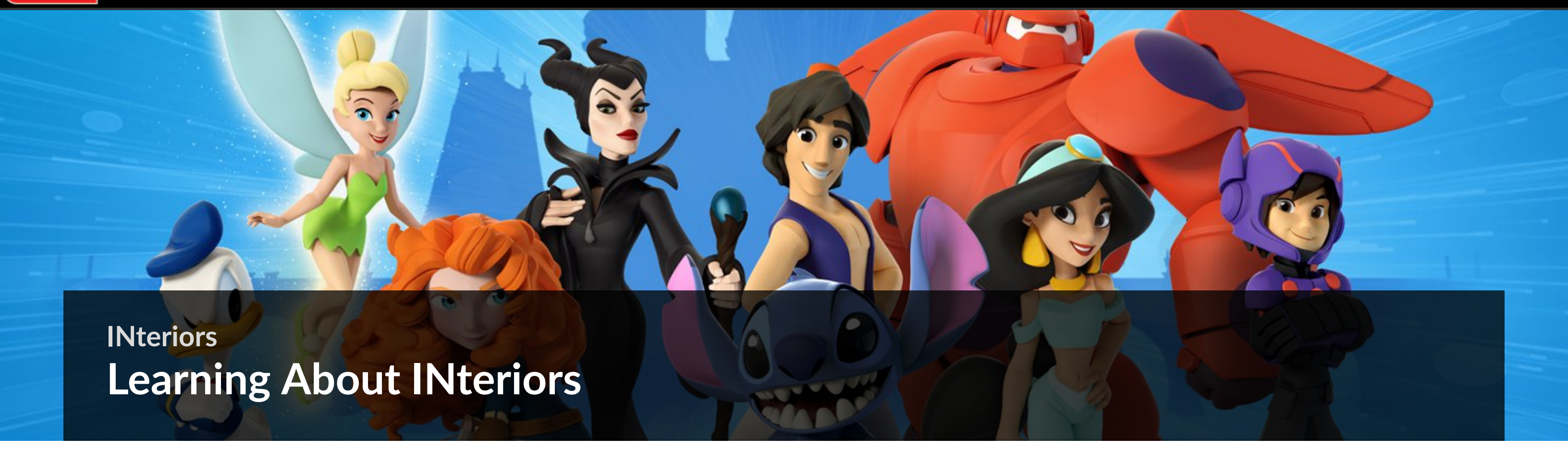


INterior Feats

There are several different feats that you can earn while working on your INterior. Be sure to earn them all.

Interior Feats

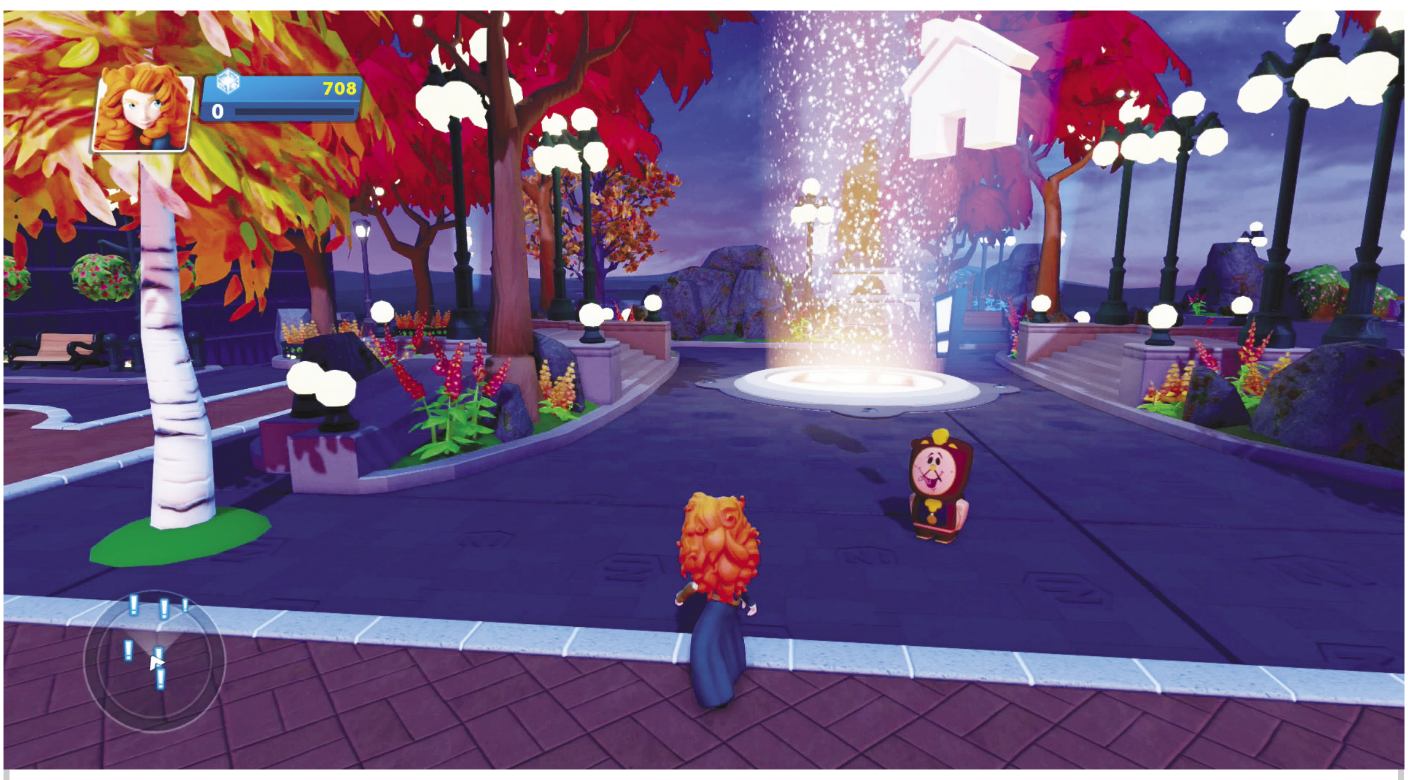
Feat	Requirement	Reward
A Night at the Symphony	Place five music objects in one INterior room.	25 Sparks
Adding On	Add 10 rooms to your INterior.	50 Sparks
Animal Shelter	Gather 10 animals in the same room.	50 Sparks
Arcade Ace	Place four arcade game items in a single room.	100 Sparks
Art Gallery	Decorate a single room with at least eight wall hangings.	50 Sparks
Avengers Assemble	Customize a room with Helicarrier-themed walls, ceiling, and floors. Have eight Avengers guests in the room.	100 Sparks
Belle of the Ball	Place a guest in a Belle costume in a room that includes many *Beauty and the Beast* customizations and objects.	50 Sparks
Building Up	Complete all the My INterior Builder missions.	Scrooge McDuck's Money Pile
Get the Ball Rolling	Make 10 townspeople dance at the same time.	Dwarfs' Pipe Organ
Hulk Decorate!	Decorate a room with Hulk walls, Hulk floors, and three Hulk furniture pieces.	50 Sparks
Like Gaston	Have a guest in a Gaston costume sit in Gaston's Chair in the same room as Gaston's Portrait.	50 Sparks
Meet Your Maker	Use a Builder.	50 Sparks
Perfect Princess	Complete all the My INterior Princess missions.	Cinderella's Slipper
Roommate Round-Up	Gather two guests in Woody and Buzz costumes in the same room.	50 Sparks
Sixteenth Birthday Surprise	Have a guest in a Maleficent costume put a guest in a Sleeping Beauty costume to sleep in the same room as Maleficent's Spinning Wheel.	Aurora's Dress
Slumber Party	Make 10 townspeople sleep at the same time.	Andy's Bed
Starter Home	Begin building and save a Toy Box INterior.	25 Sparks
The Enchanted Tiki Room	Place two Enchanted Tiki Room objects in the same room.	25 Sparks
To the Rescue	Complete all the My INterior Hero missions.	The Tesseract



INteriors

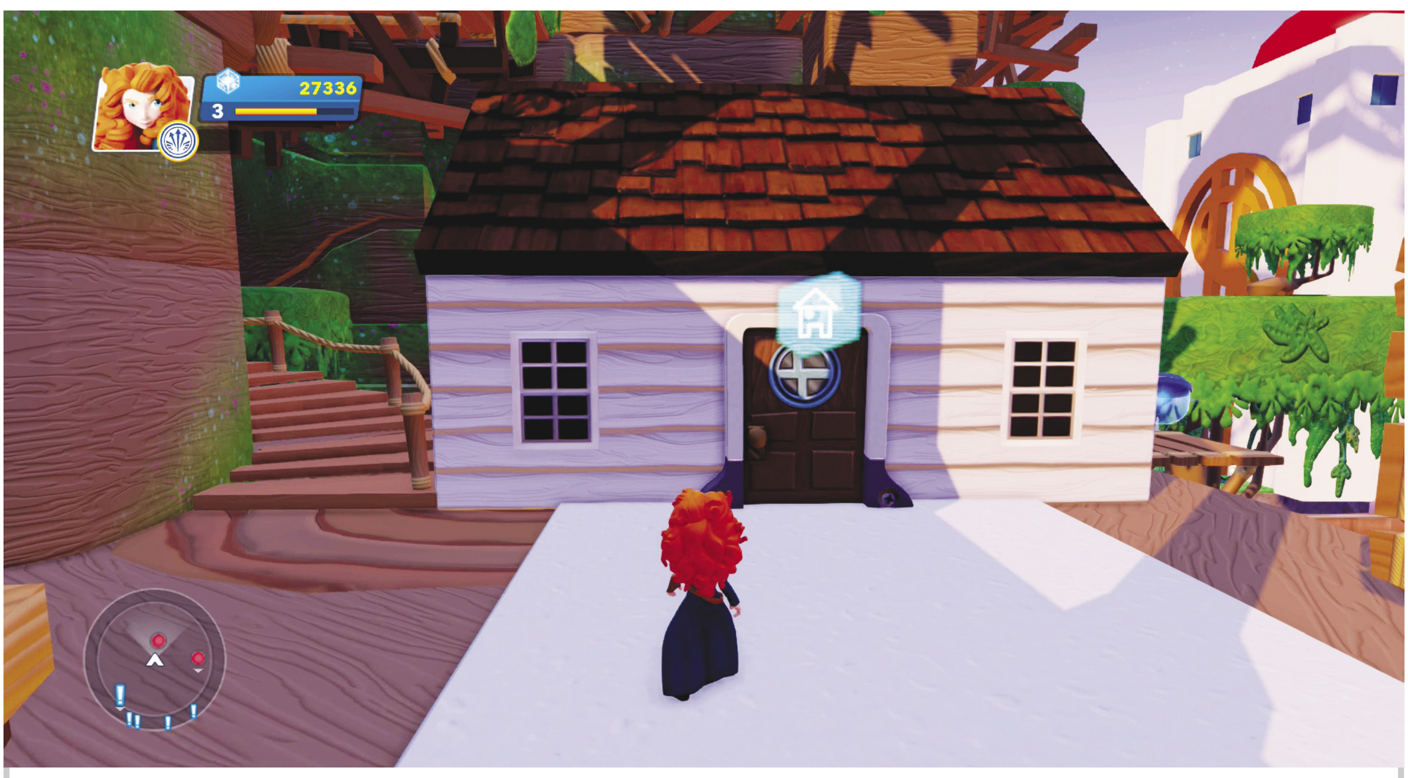
Learning About INteriors

Disney Infinity: Toy Box 2.0 Edition offers several new features to the Disney Infinity universe. One of those is the ability to create INteriors. When you begin playing *Disney Infinity: Toy Box 2.0 Edition*, you can create your very own INterior. This is like your own house or location where you can display items and objects that you have collected while progressing through the Play Sets or that you have purchased with your blue Sparks. The INterior is a reflection of you. Customize it and make it your very own.



Cogsworth, the butler from the castle in Beauty and the Beast, is your INteriors host.

There is a Toy Box host that is in charge of teaching you all about INteriors. Cogsworth appears near Luigi after you complete a few of the Toy Box host missions. Go talk to him to learn about INteriors. As soon as you do, he disappears and a giant treehouse is created. Climb up to the treehouse by jumping up the ledges of the ladder to get to a platform where Cogsworth is once again waiting for you. Once you arrive, you unlock the INterior Door and it appears on the side of the small house on the platform. Move to the door and enter your INterior to continue.

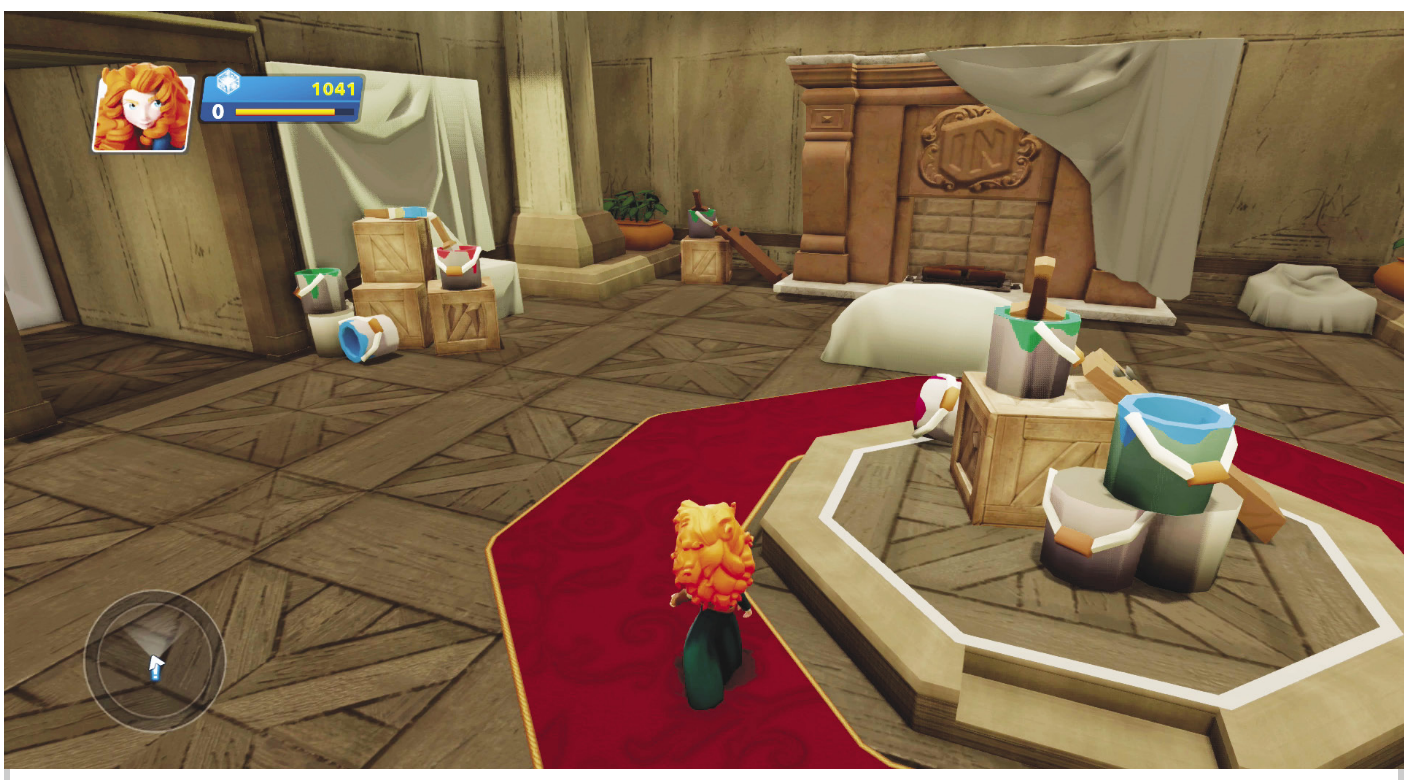


This door will take you to your very own INterior.

Upon entering your INterior, you find a single, large room—the lobby—which is in dire need of some decorating. However, it is a blank slate ready for you to shape as you wish. Cogsworth has some missions to help you get your INterior all decorated while teaching you how you can customize it yourself. Therefore, talk to Cogsworth to find out what to do next.

Tip

Later on as more townspeople come to visit your INterior, several of them will provide missions for you to complete. Many of these INterior missions unlock toys that you can immediately use either in your INterior or outside in the Toy Box.



It may not look like much to begin with. However, talk to Cogsworth and complete the INterior missions to get your INterior looking nice. Plus you can unlock some cool toys.

Tutorial Missions

In addition to the normal INterior missions, there are also five tutorial missions that cover the basics of INterior design. You can access these by talking to Cogsworth and asking him questions. The Tutorial missions are as follows:

The Floor is Yours—Learn how to place furniture and other items in your INterior.

Picturesque—Learn how to place pictures, art, and other wall decorations in your INterior.

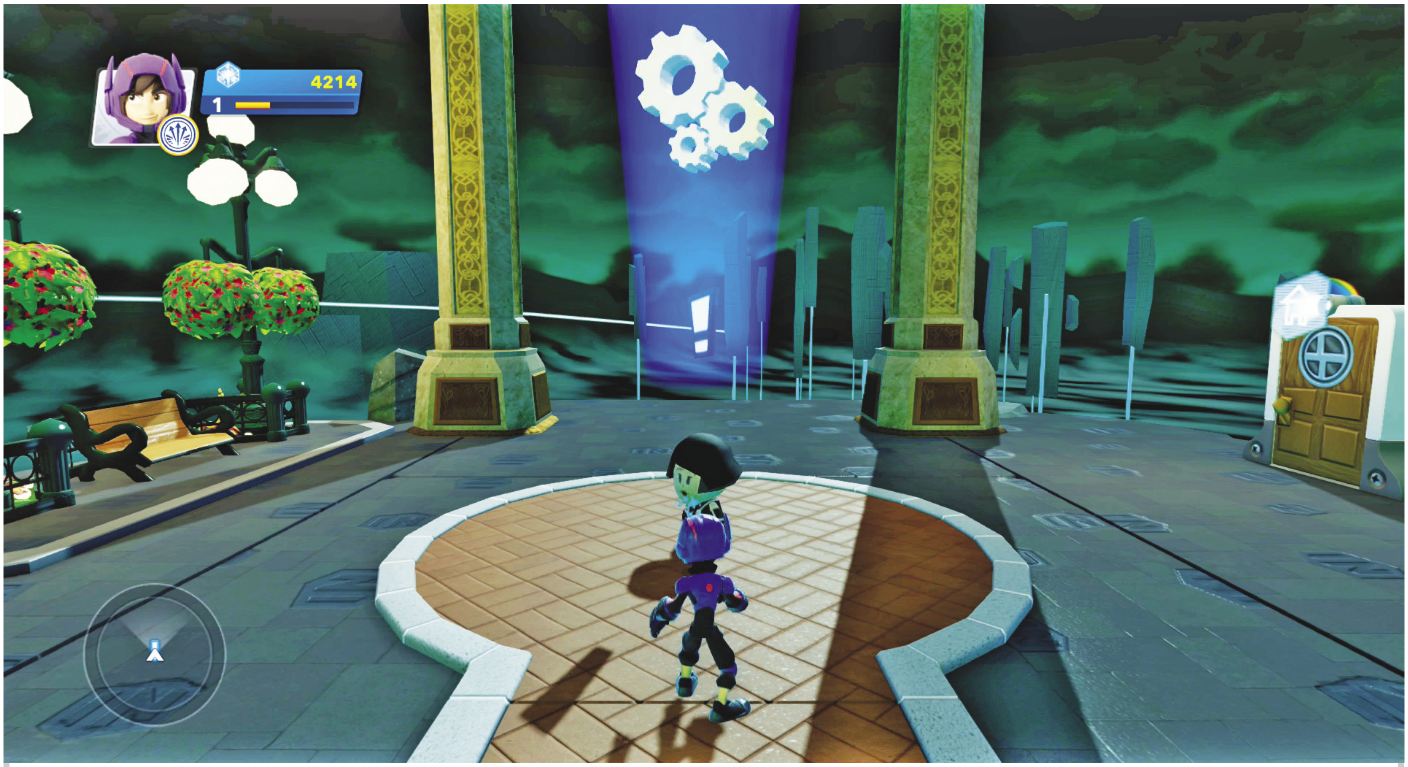
More Room—Learn how to add rooms to your INterior.

Interior Design—Learn how to customize the walls, floor, and trim of a room.

Finishing Touches—Learn how to customize lights and other parts of your rooms. The lobby is a great place to do this because it has many features to customize that are not available in other rooms.

Game Creation and Logic Toys

Learning about Game Creation



Quorra is waiting for you in the Game Creation Toy Box.

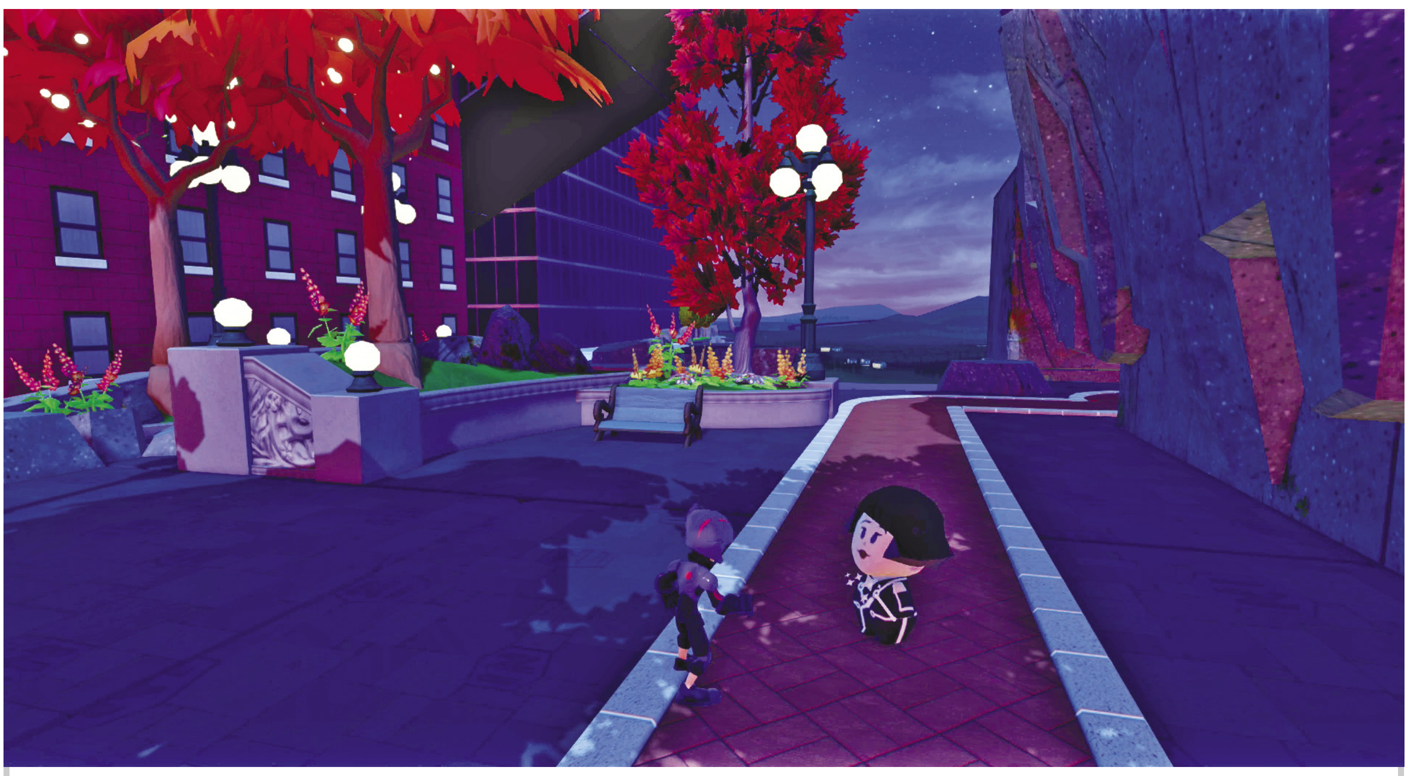
Upon arriving in the Game Creation Toy Box, you find Quorra waiting. Walk up to and talk to her. She is here to teach you how to make toys communicate with one another and work together. You can search for hidden treasure, which is a tutorial to the basics of connecting and programming toys. You can also choose to learn about five different types of kits or templates, which are mini-games that have already been set up for you. Exploring these kits is a great way to learn about creating games. However, start off with the search for hidden treasure to get your feet wet in game creation.

Note

The Toy Box Door near Quorra will take you back to the Toy Box Introduction whenever you want.

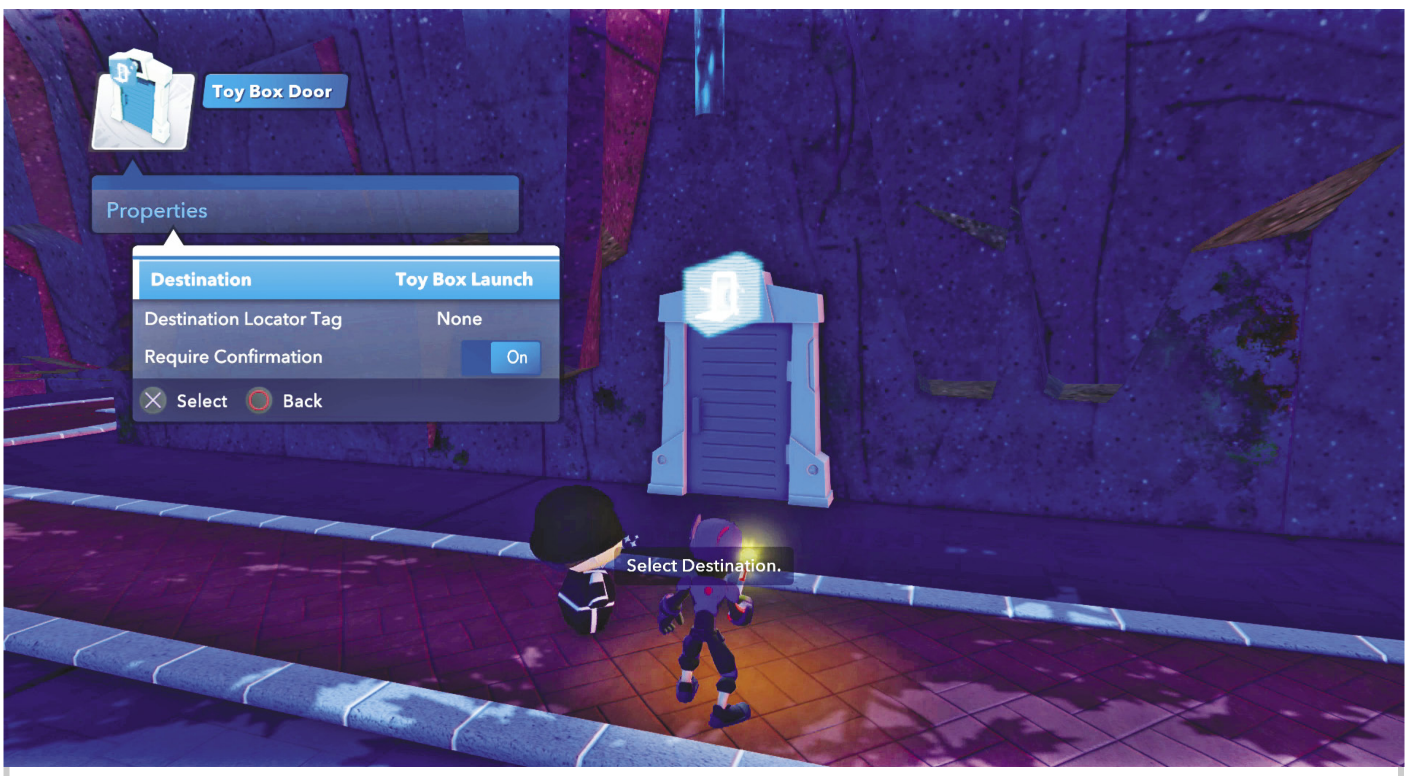
Game Creation

There is still one more Toy Box host in *Disney Infinity: Toy Box 2.0 Edition*. Quorra, from *Tron: Legacy* is the Gameplay Host. If you drop down the side of the cliff near Merlin to a lower area in the Toy Box, you can find Quorra near a door.



Quorra will teach you all about game creation.

The Toy Box Door is your first lesson with Quorra. This one has already been placed in the Toy Box for you. However, you can go into the Toy Box Editor and place these doors anywhere you want. Toy Box Doors are very powerful. They allow you to essentially connect different Toy Box Worlds. For this lesson, you are going to set up this Toy Box Door. First, you will need to take out the magic wand. Then use it to select the Toy Box Door and choose the connections icon.



Toy Box Door

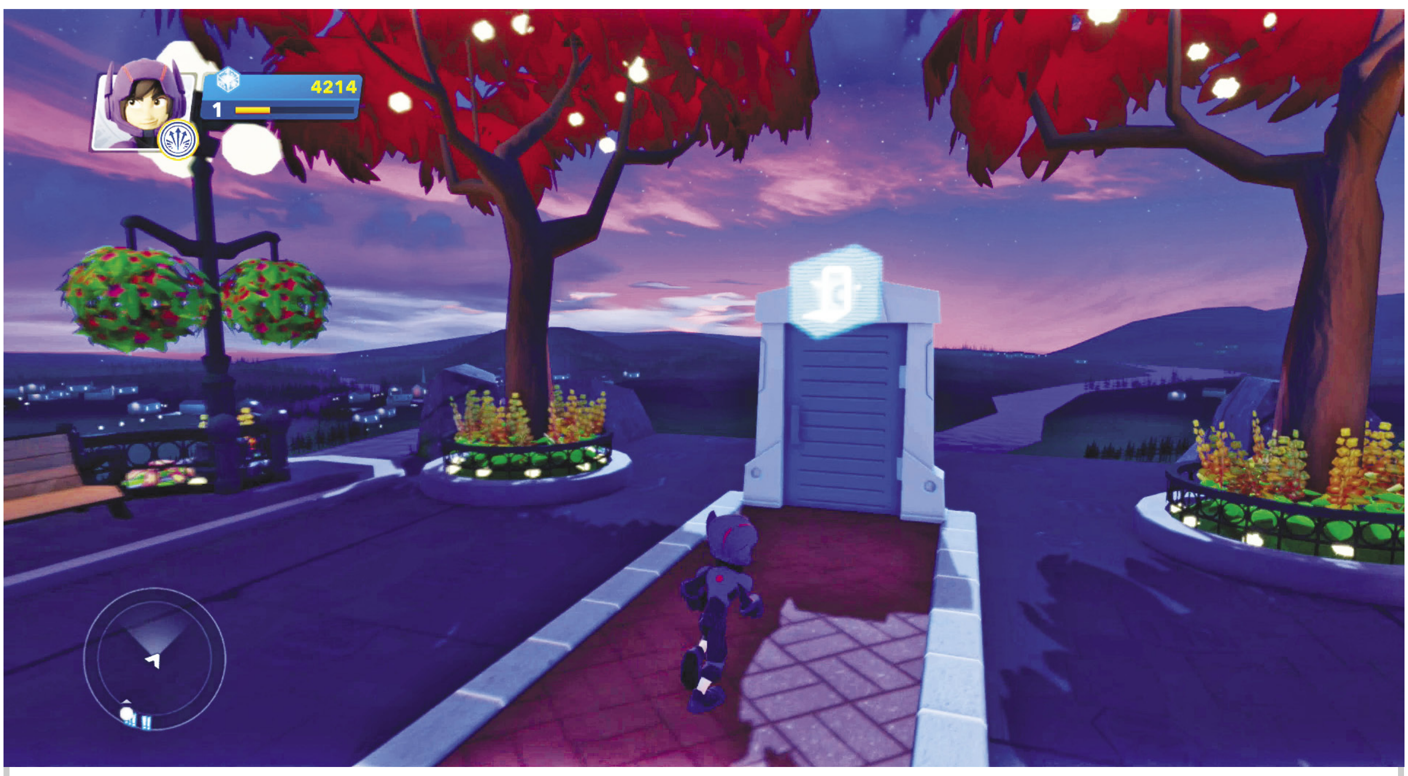
Properties

Destination	Toy Box Launch
Destination Locator Tag	None
Require Confirmation	On

Edit the properties of the Toy Box Door so you can use it to get to other Toy Boxes.

Once in the connections menu, select Properties. Now you can select the destination where the door will take you. You can choose to have the door lead to a new Toy Box, import a Toy Box, or link to an existing Toy Box. You can also select a destination locator tag and even decide whether the door will automatically take players who open it to the next destination or require a confirmation before travel. While you can link the door to any destination, test it out by selecting an existing Toy Box and choosing Toy Box Launch. Then when you go through the door, it will take you to the main level of your current Toy Box where you entered at the very start.

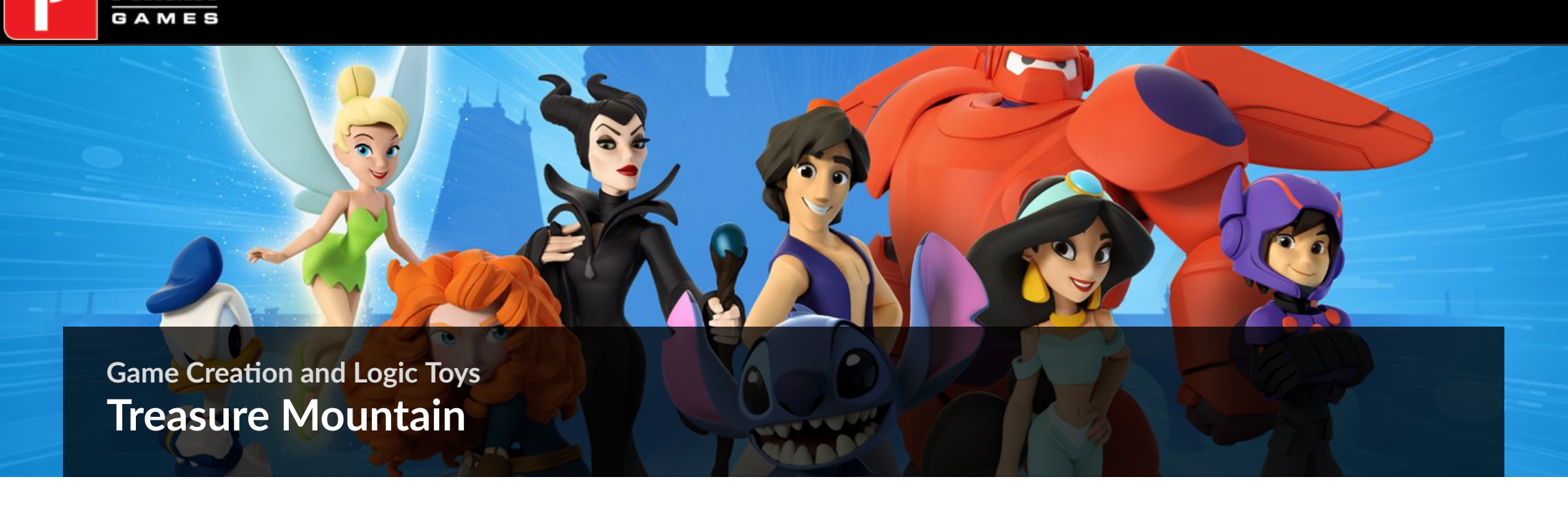
After connecting the Toy Box Door to another Toy Box—even the one you are currently in—Quorra disappears. However, don't worry, she still has some missions for you. Follow the brick walkway leading from the Toy Box Door you just connected to another Toy Box Door that will take you to the Game Creation Toy Box.



This second Toy Box Door takes you to Quorra and some lessons on creating your own games.

Tip

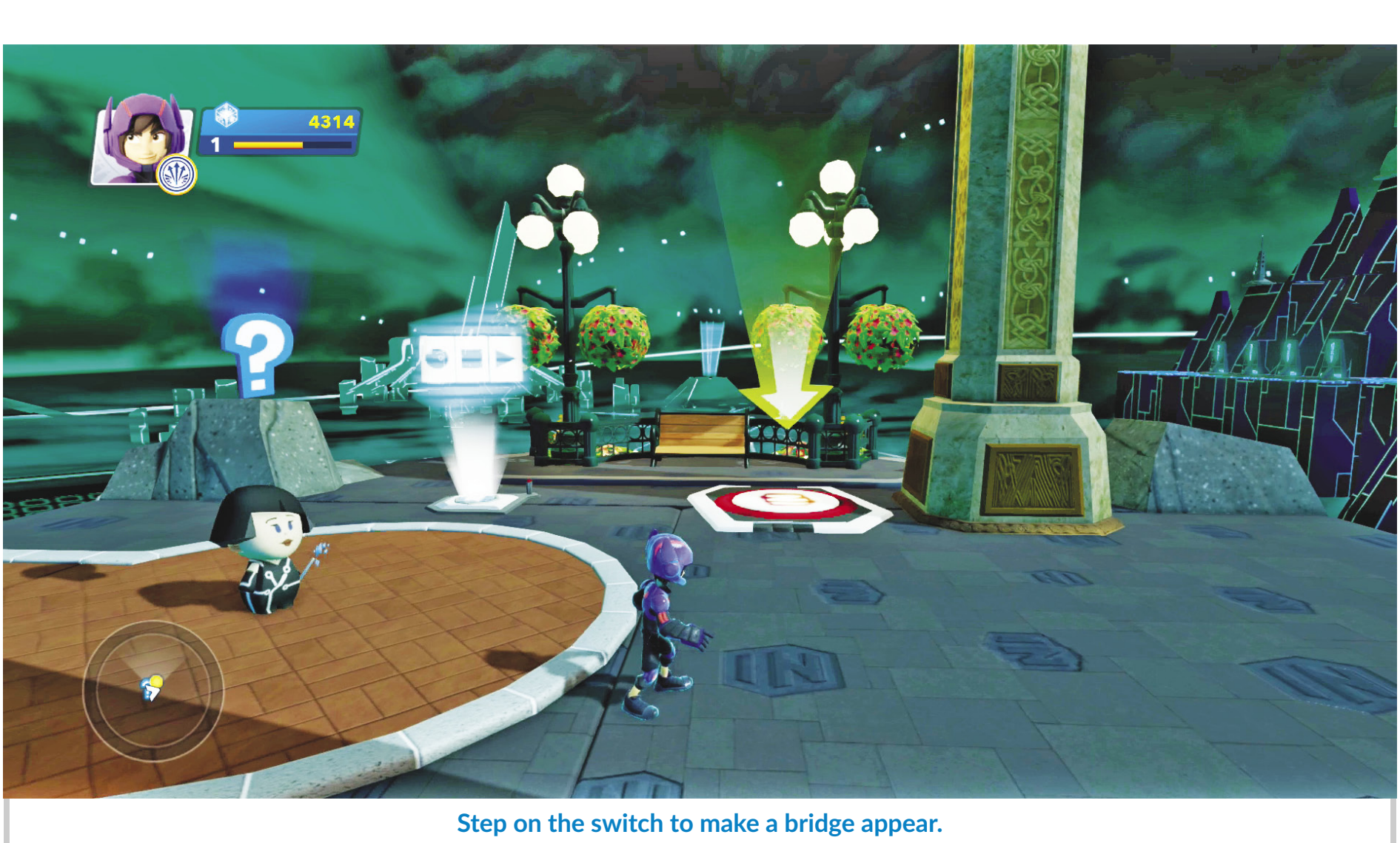
When designing your own Toy Box Worlds and games, use pathways to help direct players to where you want them to go.



Game Creation and Logic Toys

Treasure Mountain

Once you select to search for hidden treasure, a mountain appears with a treasure at the top. To get to the treasure, you will need to learn how to make toys communicate with one another. To start off, Quorra reveals a switch that serves as a trigger for the replayer toy. When you step on the switch, it sends a signal to the replayer toy to build a bridge so you can get across the gap to the other side where your mission continues. The replayer toy has recorded a bridge being built across the gap. When you step on the switch, the replayer "plays" the building process and the bridge appears in the Toy Box.



Step on the switch to make a bridge appear.

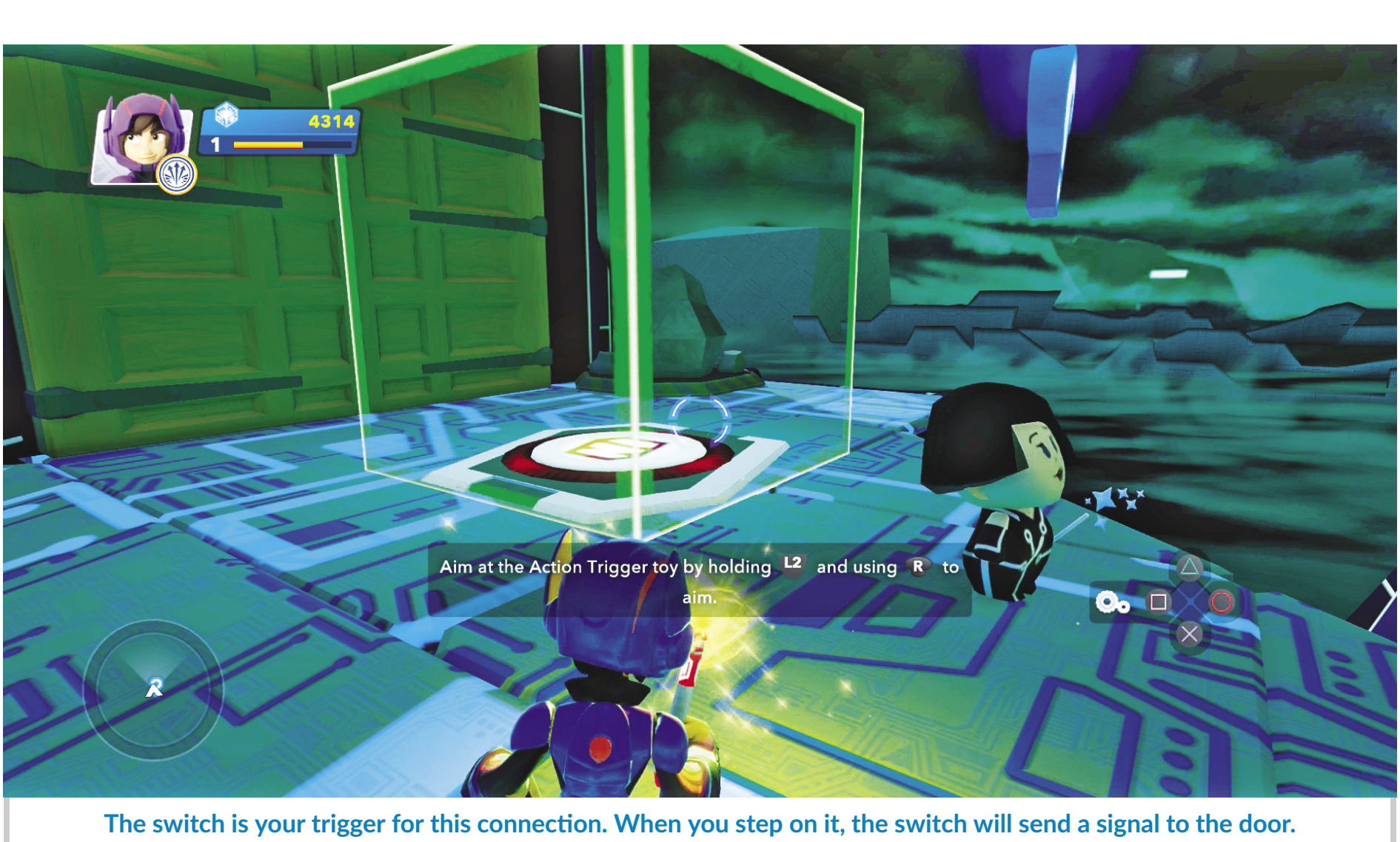
Note

Creativi-Toys is the name of toys that can be programmed by assigning them logic functions. While you can connect other toys such as doors or even rooms in the INterior, they need to connect to a Creativi-Toy for a behavior or action. In fact, there are two main factors in connecting toys. One toy acts as a trigger while the other toy receives a signal from the trigger and then performs an action. So while learning about game creation and connecting toys, think of which is the trigger and which is the action or behavior.

Tip

If you want to learn more about using Creativi-Toys as you play this mission, use your magic wand to study and analyze how each of the toys in this mission were programmed.

Follow Quorra across the bridge to the other side and then continue up a path to a locked door. In order to get the door to open, you need to connect it to the switch. To connect toys, you need to use your magic wand, so select it from the Packs and Tools menu. Select the switch by aiming at it with the magic wand and then pressing the connection button.

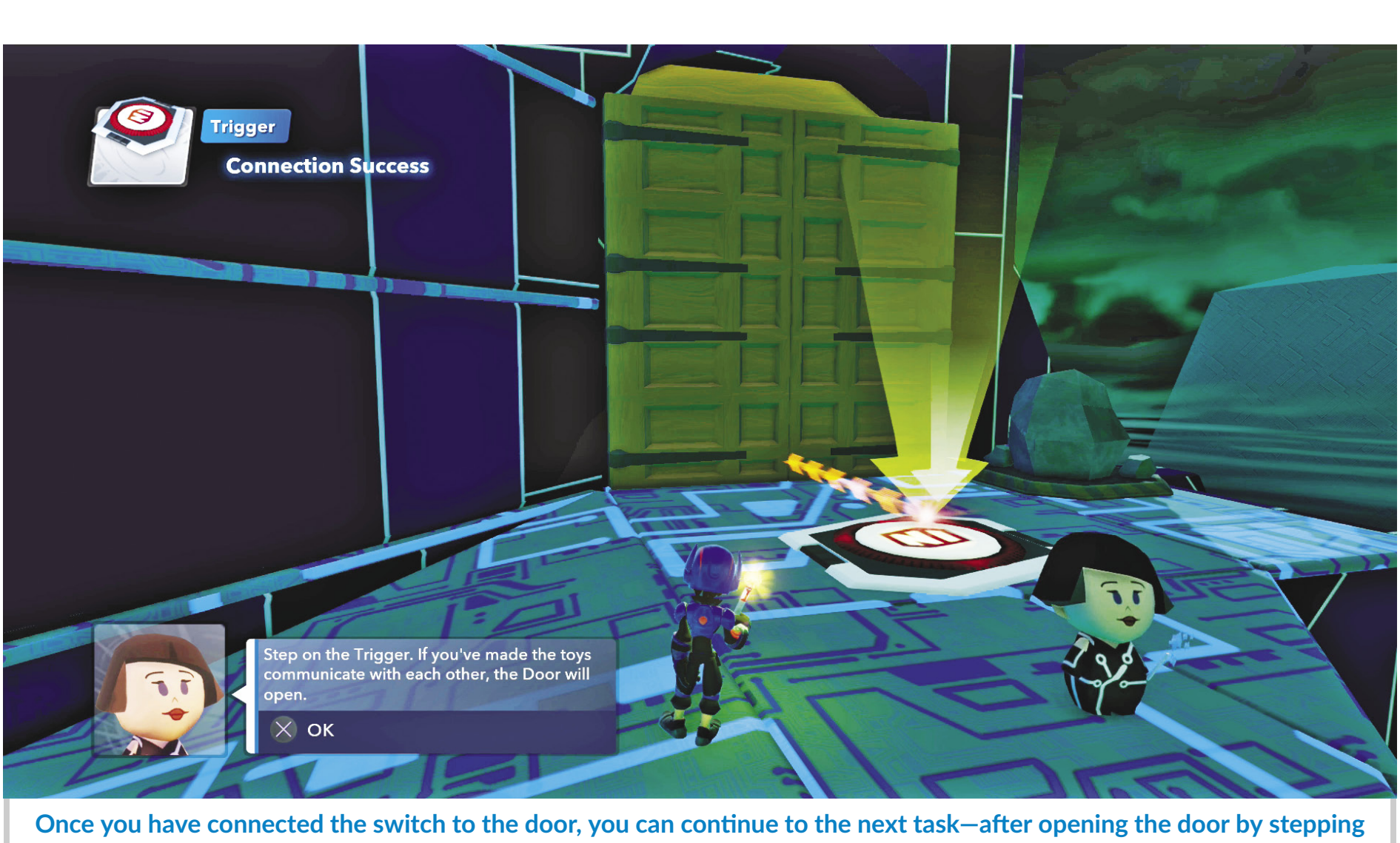


Aim at the Action Trigger toy by holding L2 and using R to aim.

The switch is your trigger for this connection. When you step on it, the switch will send a signal to the door.

In the connection menu, select New Logic Connection and then Stepped On and finally Any. When you, or any character or AI, step on the switch, it will send a signal or trigger to another toy.

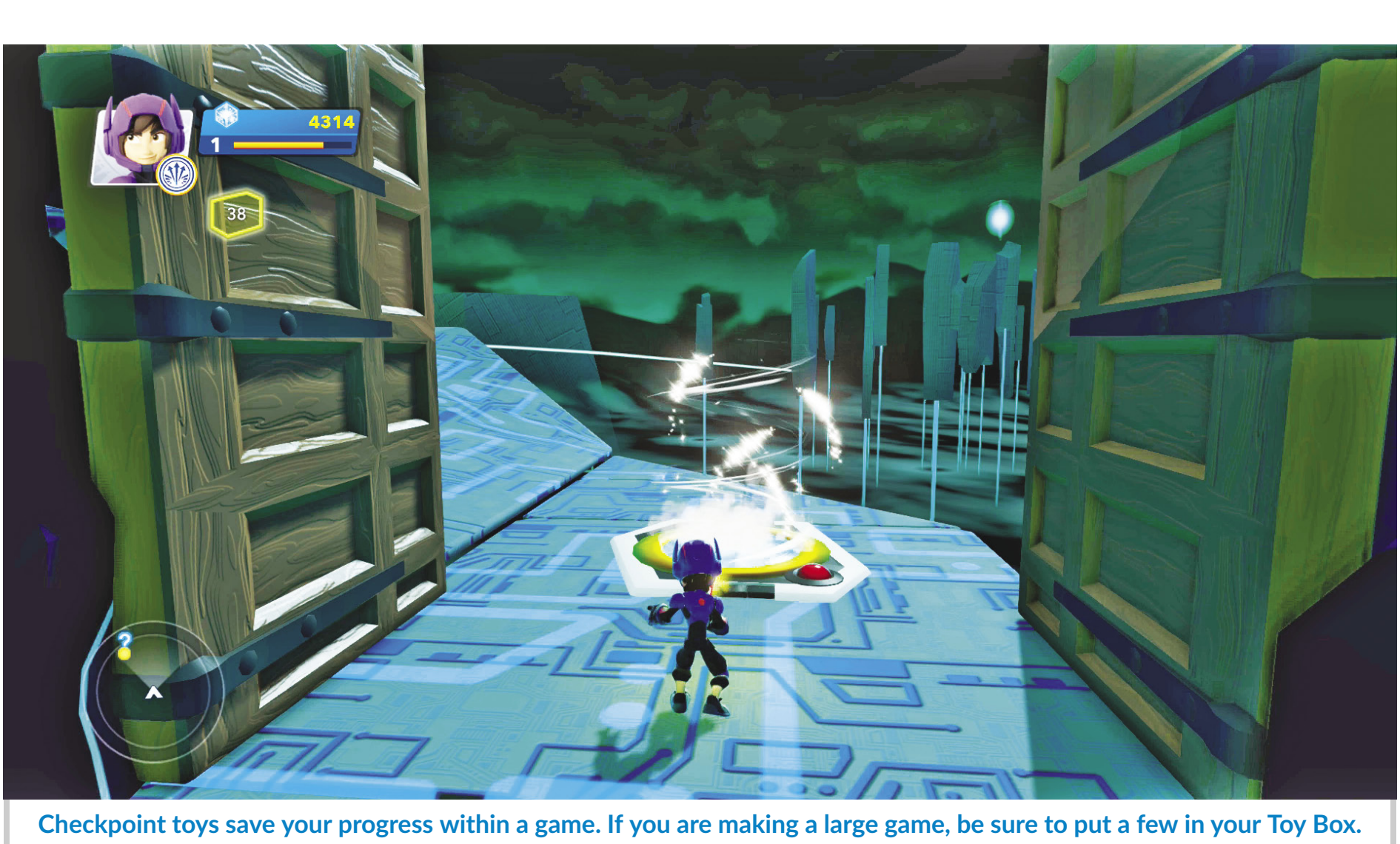
Now you need to select the behavior or action caused by the trigger. Select the door by using your magic wand. Now you decide what happens when the door receives the message or trigger. Select Open. The two toys are now connected. Walk over to the switch and step on it. The door will then open. Walk into a cave and collect some orange Sparks in a capsule and then continue to the next door, which opens as you approach it.



Step on the Trigger. If you've made the toys communicate with each other, the Door will open.

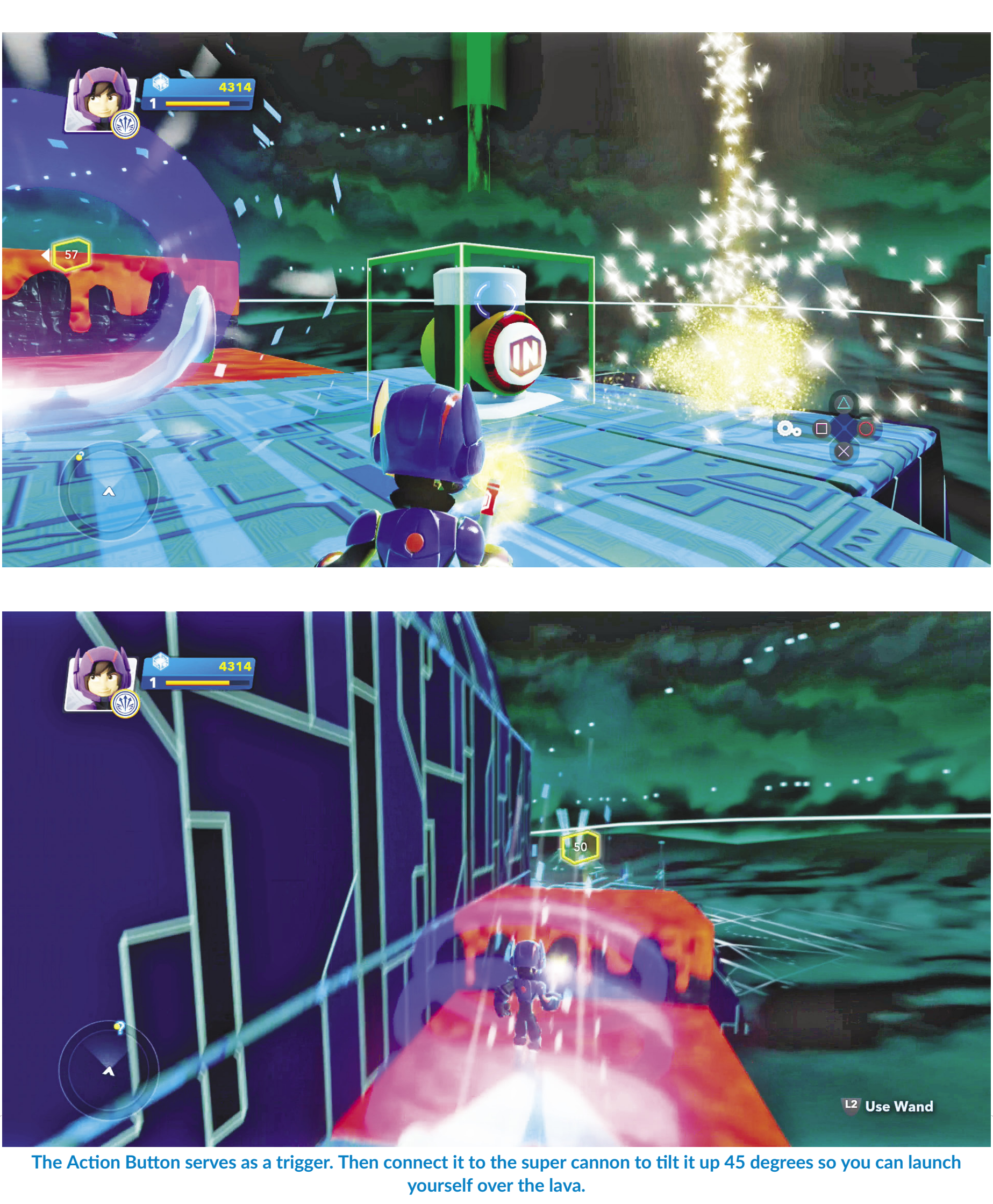
Once you have connected the switch to the door, you can continue to the next task—after opening the door by stepping on the switch.

On the other side of the door, you find a checkpoint toy. This toy can save your progress. If your character dies, then he or she will return to the last checkpoint toy stepped on. You don't know what dangers await you, so be sure to save your progress by stepping on the checkpoint.



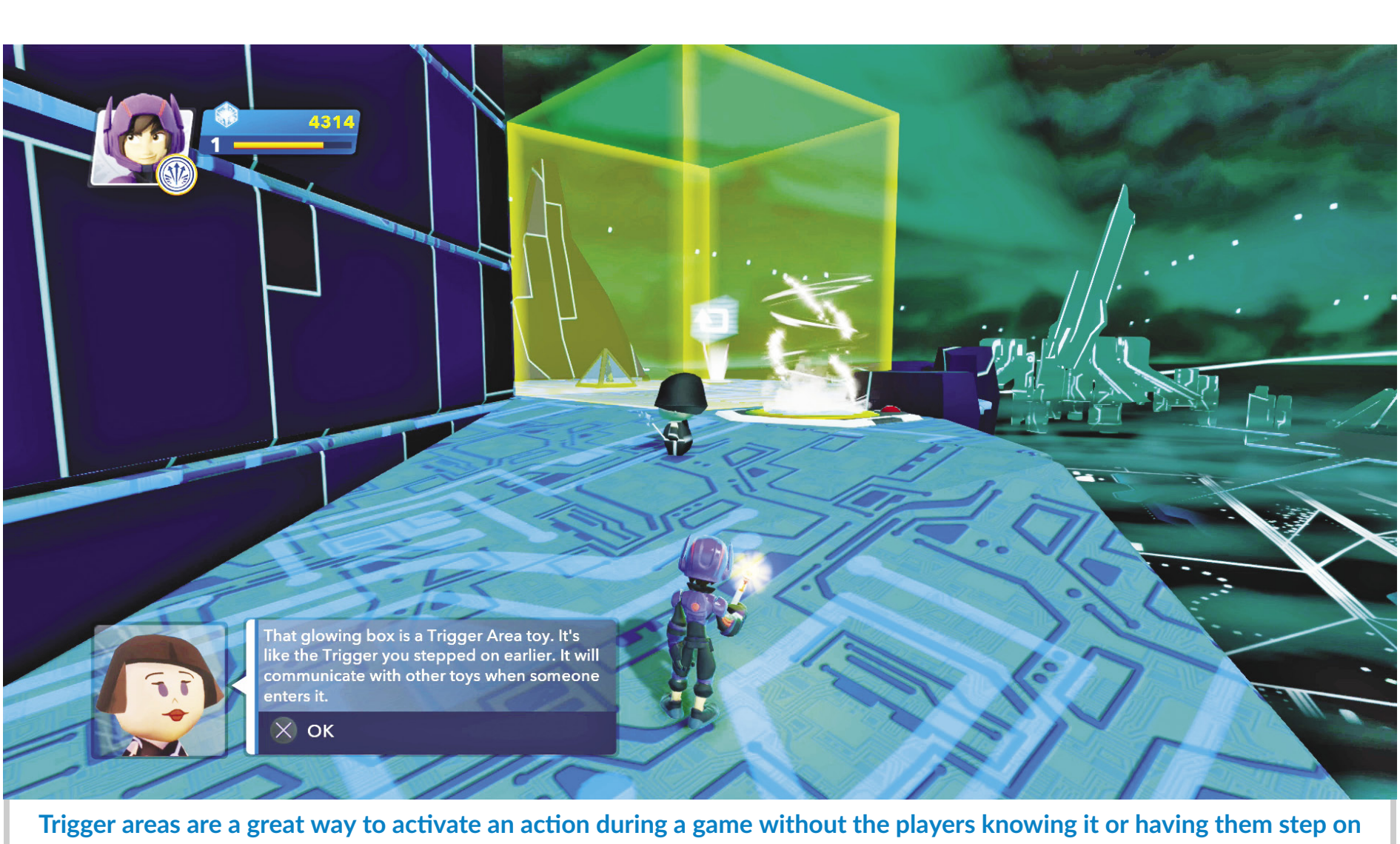
Checkpoint toys save your progress within a game. If you are making a large game, be sure to put a few in your Toy Box.

As you continue following Quorra up the side of the mountain, you come across a pool of lava that you must get across. To help you do this, you have a super cannon and an Action Button. You need to connect them. Whip out your magic wand and select the Action Button. Select New Logic Connection and then Pressed. When you press the Action Button, this sends a message. Now connect it to the super cannon and decide what you want the action to be. Select Tilt to 45 degrees to complete the connection. Finally, press the Action Button to tilt the super cannon and then walk into it and soar up and across the pool of lava.



The Action Button serves as a trigger. Then connect it to the super cannon to tilt it up 45 degrees so you can launch yourself over the lava.

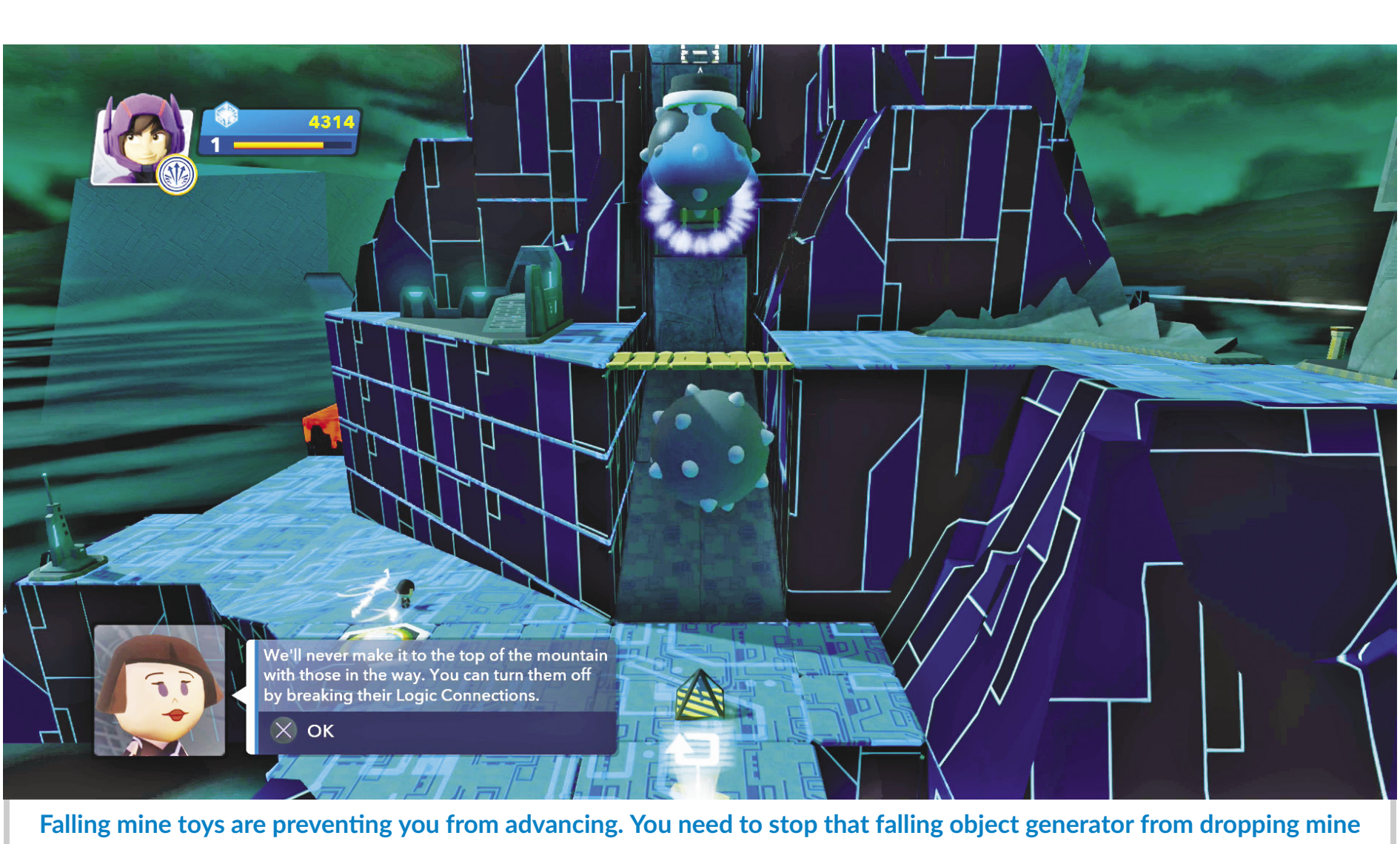
Quorra leads you farther up the mountain. You finally come to a large yellow cube. This is a trigger area. It acts like the trigger you stepped on to open the door. However, all you have to do to activate the trigger area is enter it. Plus, it is normally invisible unless you are editing. Try putting away your magic wand and the trigger area becomes invisible. There is also a checkpoint, so be sure to step on it.



That glowing box is a Trigger Area toy. It's like the Trigger you stepped on earlier. It will communicate with other toys when someone enters it.

Trigger areas are a great way to activate an action during a game without the players knowing it or having them step on a trigger.

The pathway leading farther up the mountain is blocked. A falling object generator is spawning mine toys that roll down the path until they hit a Kill Switch and blow up. If you try to go up the path, you will be killed by the mine toys. Therefore, you need to break the logic connections between some toys.



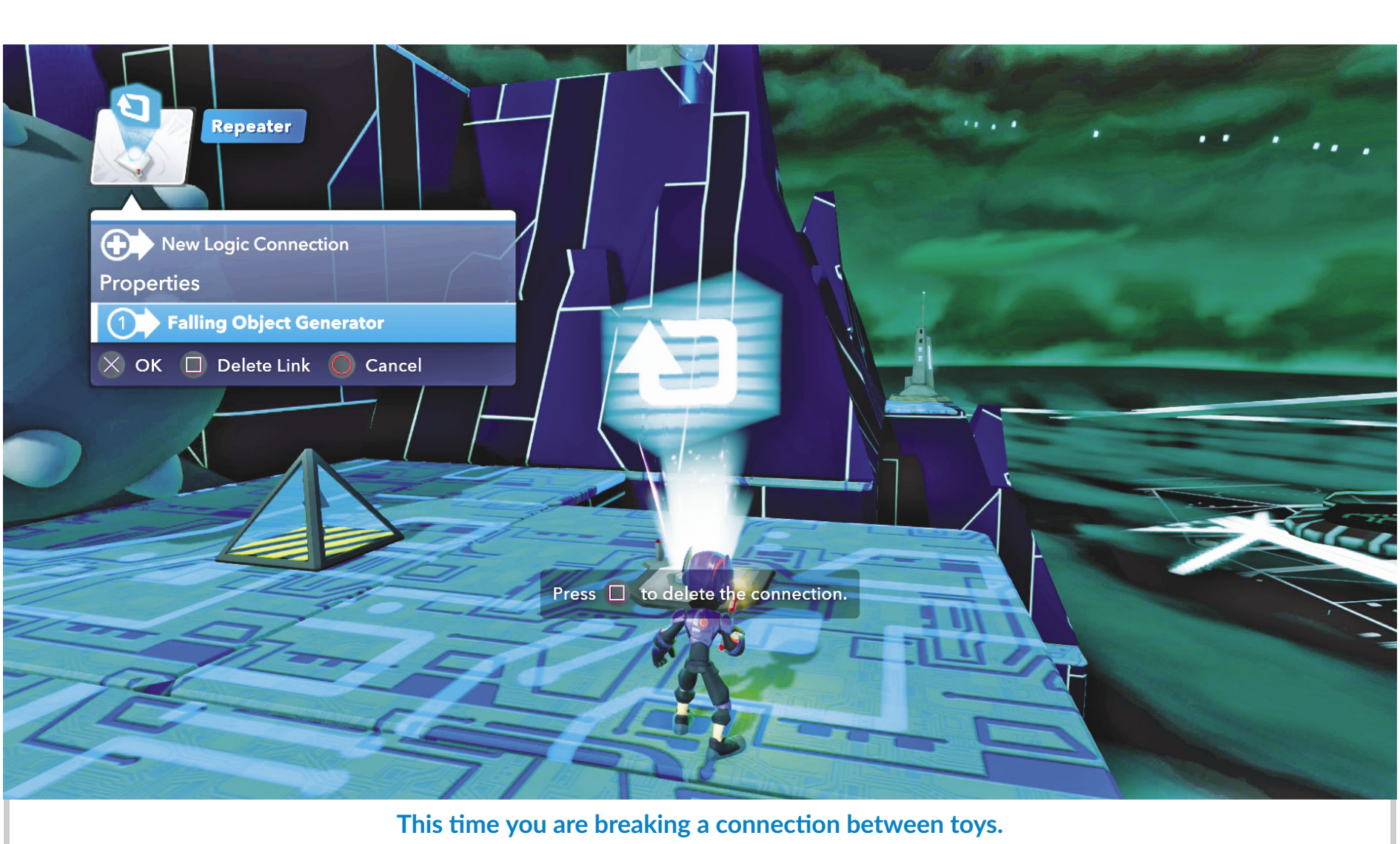
We'll never make it to the top of the mountain with those in the way. You can turn them off by breaking their Logic Connections.

Falling mine toys are preventing you from advancing. You need to stop that falling object generator from dropping mine toys.

Something is sending a message to the falling object generator to tell it to drop mine toys. Look around and find the repeater toy. Aim at it and then use the magic wand to select it. In the menu, scroll down to the connection with the falling object generator and delete the link. The mine toys stop dropping and now you can get up the ramp. Just be careful not to touch the Kill Switch or your character will be killed instead of the mine toy.

Tip

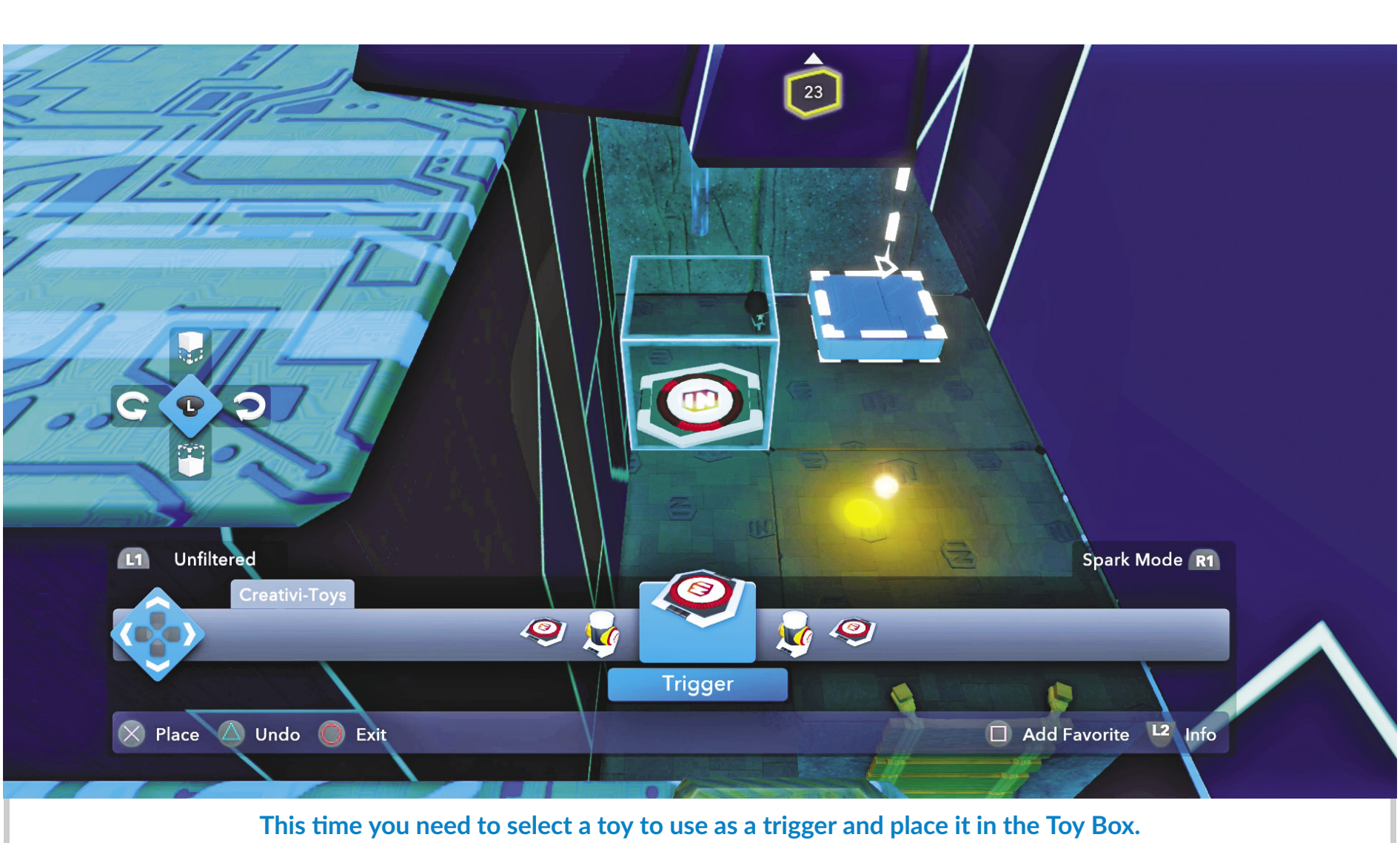
The falling mine toy obstacle is a simple connection of two toys with a third to help out. The repeater toy sends a signal to the falling object generator to drop a mine toy as soon as the previous mine toy is destroyed. The Kill Switch at the bottom destroys the mine toy and causes another to be dropped. Thus this creates an endless loop of action until the connection is broken.



Press ☐ to delete the connection.

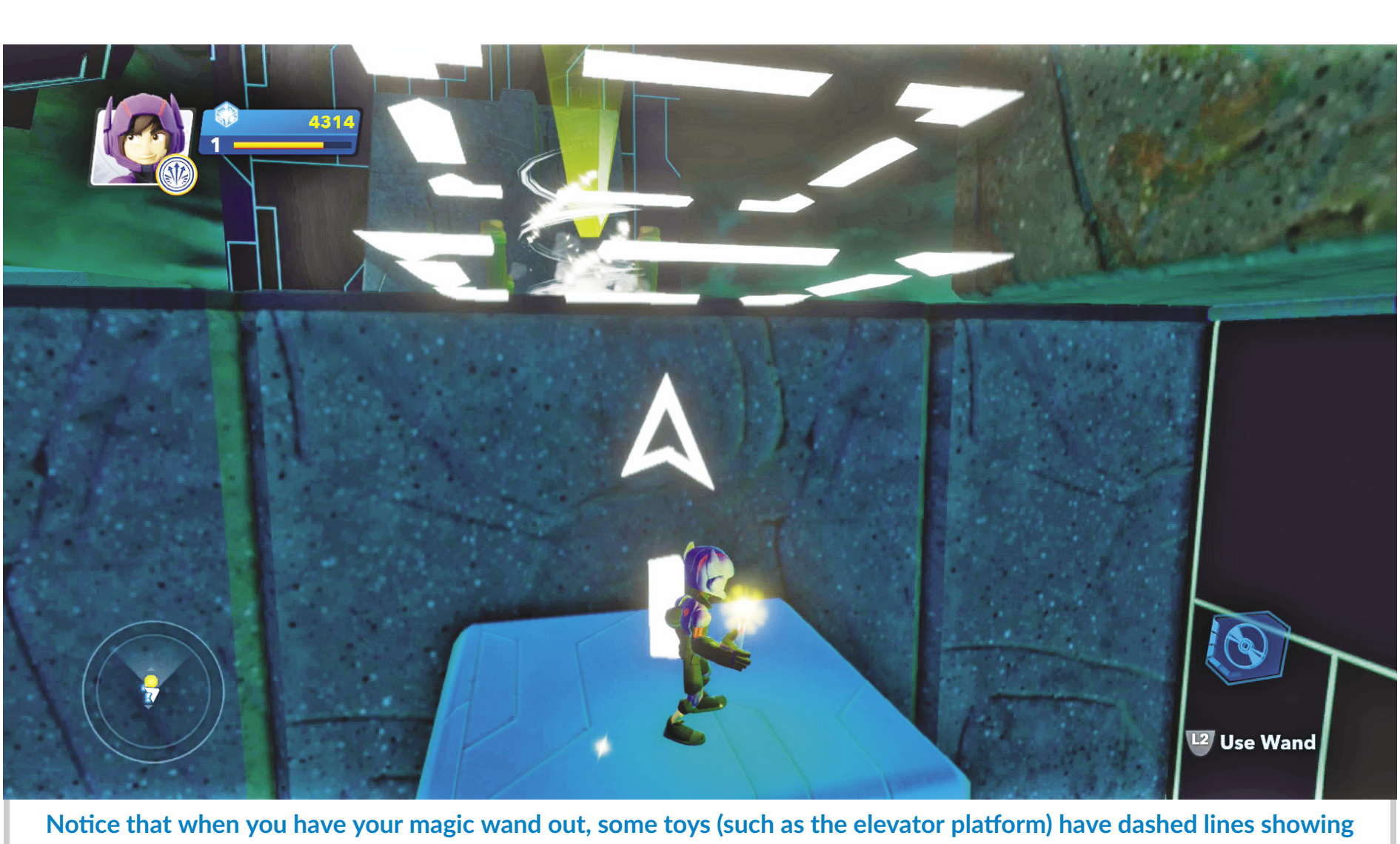
This time you are breaking a connection between toys.

Move up the ramp to the ledge. Step onto the manhole cover and it will launch you up to the top of the ledge. Then climb up the ladder to the top of another ledge to find Quorra waiting for you. She is next to an elevator. However it is not working. It needs a trigger to activate it. Open up the Toy Box Editor and from the Creativi-Toys category, select the trigger. Place it on the ground.



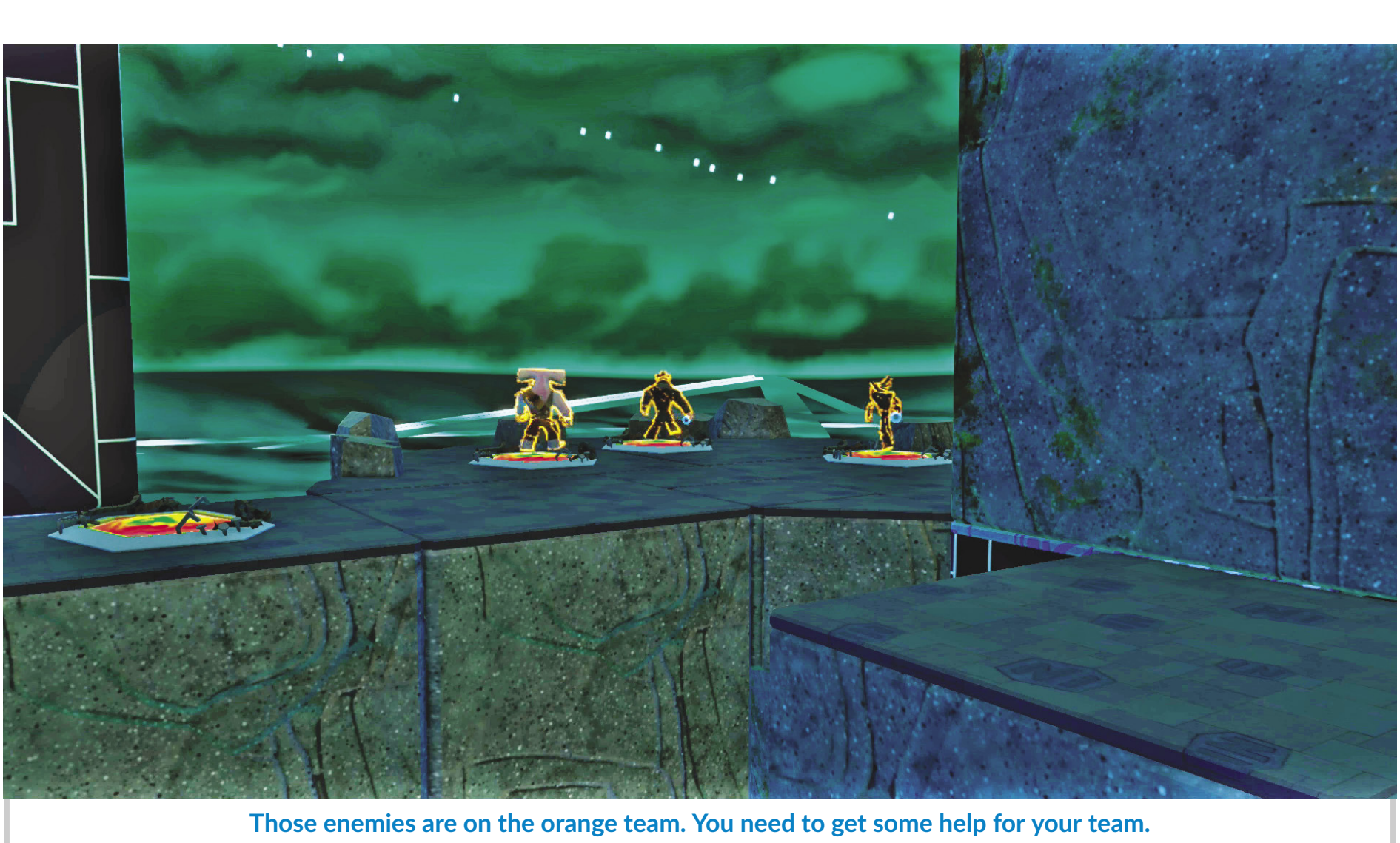
This time you need to select a toy to use as a trigger and place it in the Toy Box.

Now select the trigger using the magic wand and create a new logic connection so that it sends a message when it is stepped on by anyone. Next, connect it to the elevator platform and select the On choice so that when the message is received, the elevator will start going up and down. Once it is all connected, step on the trigger and ride the elevator to a higher ledge.



Notice that when you have your magic wand out, some toys (such as the elevator platform) have dashed lines showing the extent of their movement. However, if you put the wand away, those lines disappear. They are there to help you in editing the Toy Box.

At the top of the ledge, walk onto the checkpoint to save your progress. Now you have to deal with some enemies. Notice that they have an orange color around them. They have been created by the enemy generator and set to the orange team. They will attack anyone who is not on the orange team—since you have not been assigned to the orange team, they will attack you.

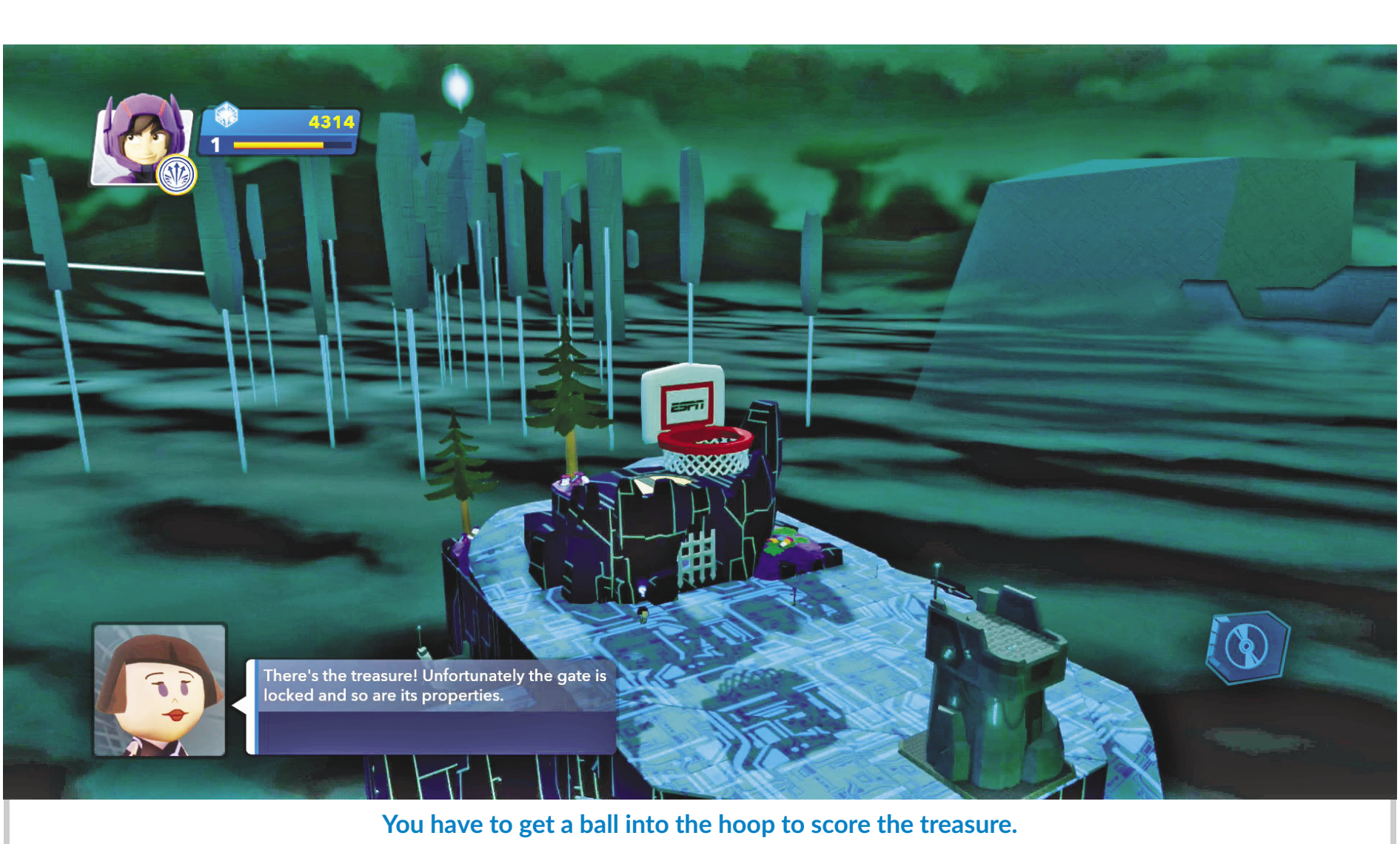


Those enemies are on the orange team. You need to get some help for your team.

Use the magic wand to select the enemy generator on the far left side, which is not activated. Select Properties, and from the Team menu, select Blue Team and then exit. When you do, a couple small bridges and a team assigner appear. Move across the bridges and touch the team assigner. This causes a Tank Omnidroid to appear and be assigned to the blue team. Since you touched the team assigner, you are on the blue team. Watch as your new teammate goes after the orange enemies.

It is nice to have big friends to help you defeat your enemies.

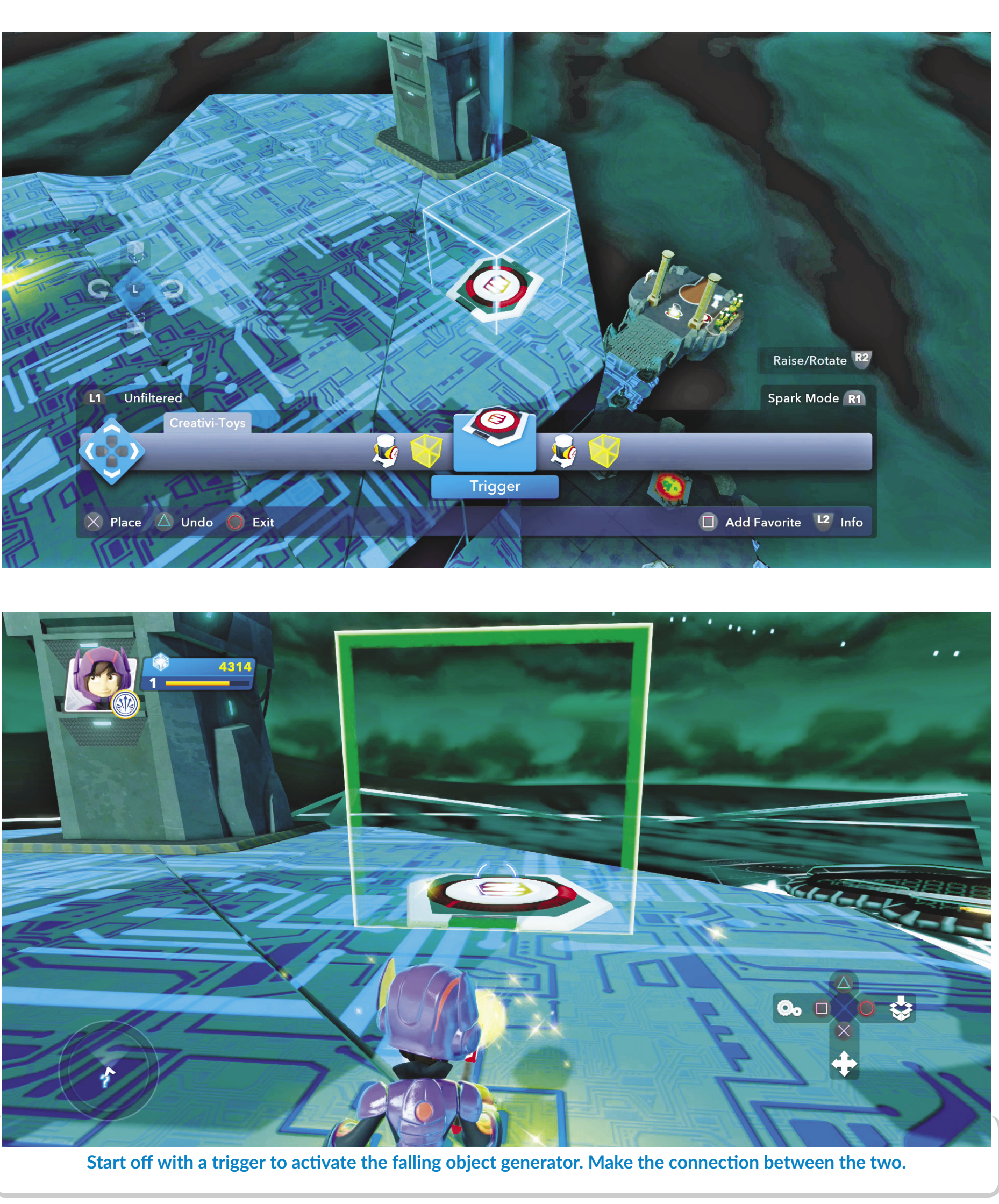
Climb up the ladder and follow Quorra the rest of the way to the top of the mountain. Here is your final challenge you must complete in order to get the treasure. The treasure is locked in a chamber behind a gate. The only way to open the gate is to drop something from the falling object generator into the basketball hoop. You will need to use Creativi-Toys to do this. There is no one way to complete this. You can make a simple way to get the ball into the hoop, or create a complex method—the choice is yours.



There's the treasure! Unfortunately the gate is locked and so are its properties.

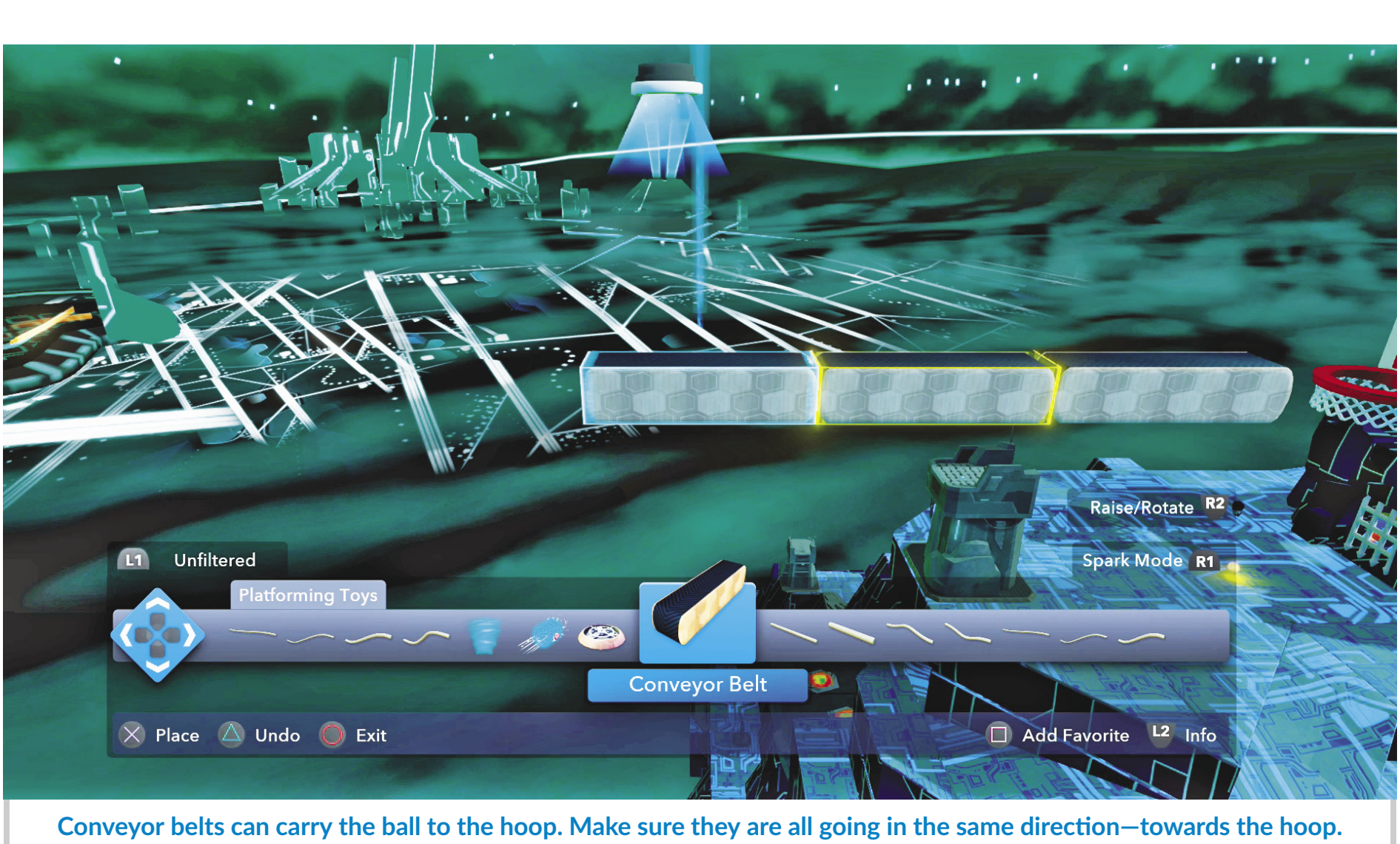
You have to get a ball into the hoop to score the treasure.

The first thing you need to do is put a trigger or other toy that you can connect to the falling object generator to get it to start dropping balls. Open the Toy Box Editor, go to the Creativi-Toys category, and select the trigger or the Action Button. Place it on the ground. Now select it with the magic wand, create a trigger event, and then connect it to the falling object generator. Select an ESPN basketball or other ball to drop when the trigger is activated.



Start off with a trigger to activate the falling object generator. Make the connection between the two.

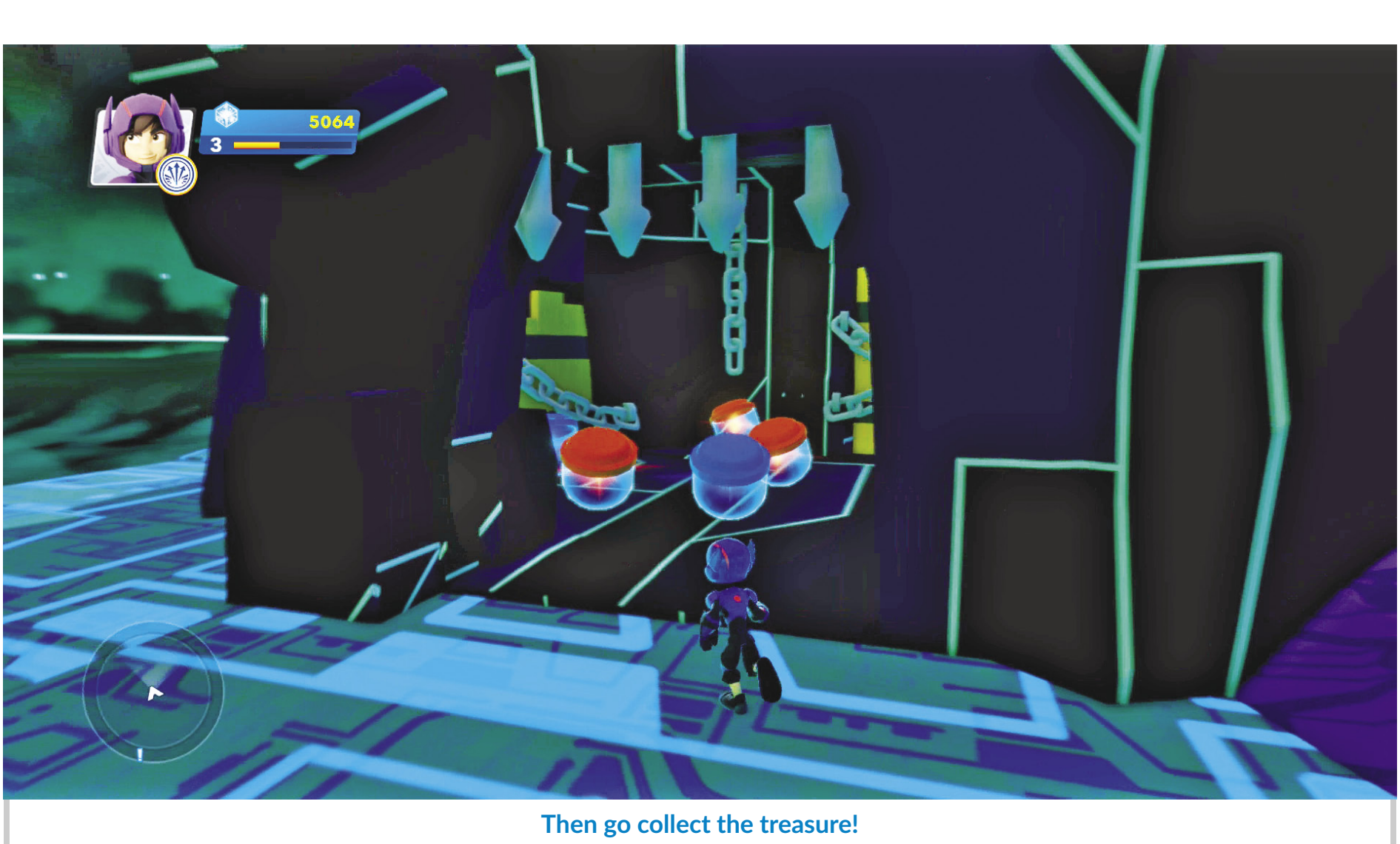
Now you have to figure out a way to get the ball from the generator to the hoop. A simple way is to use conveyor belts from the Platforming Toys category. Place one under the generator and then a couple more in a line all the way to the hoop. Now when a ball drops, it should be carried by the conveyor belts all the way to the hoop.



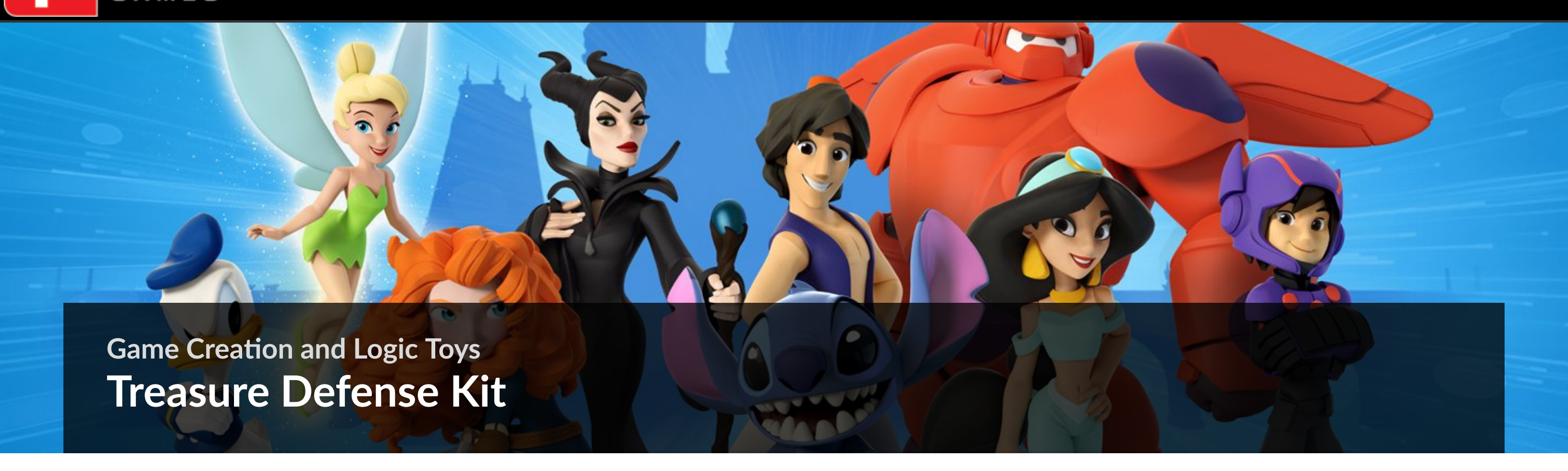
Conveyor belts can carry the ball to the hoop. Make sure they are all going in the same direction—towards the hoop.

Once you get your connections made, step on the trigger to drop a ball. Then watch to see if it goes in. You may need to use the magic wand to move toys around to get it just right. There are several different types of toys you can use to complete this. Once a ball goes into the hoop, the gate opens and you can enter to collect several capsules of orange and blue Sparks.

Watch the ball go into the hoop.



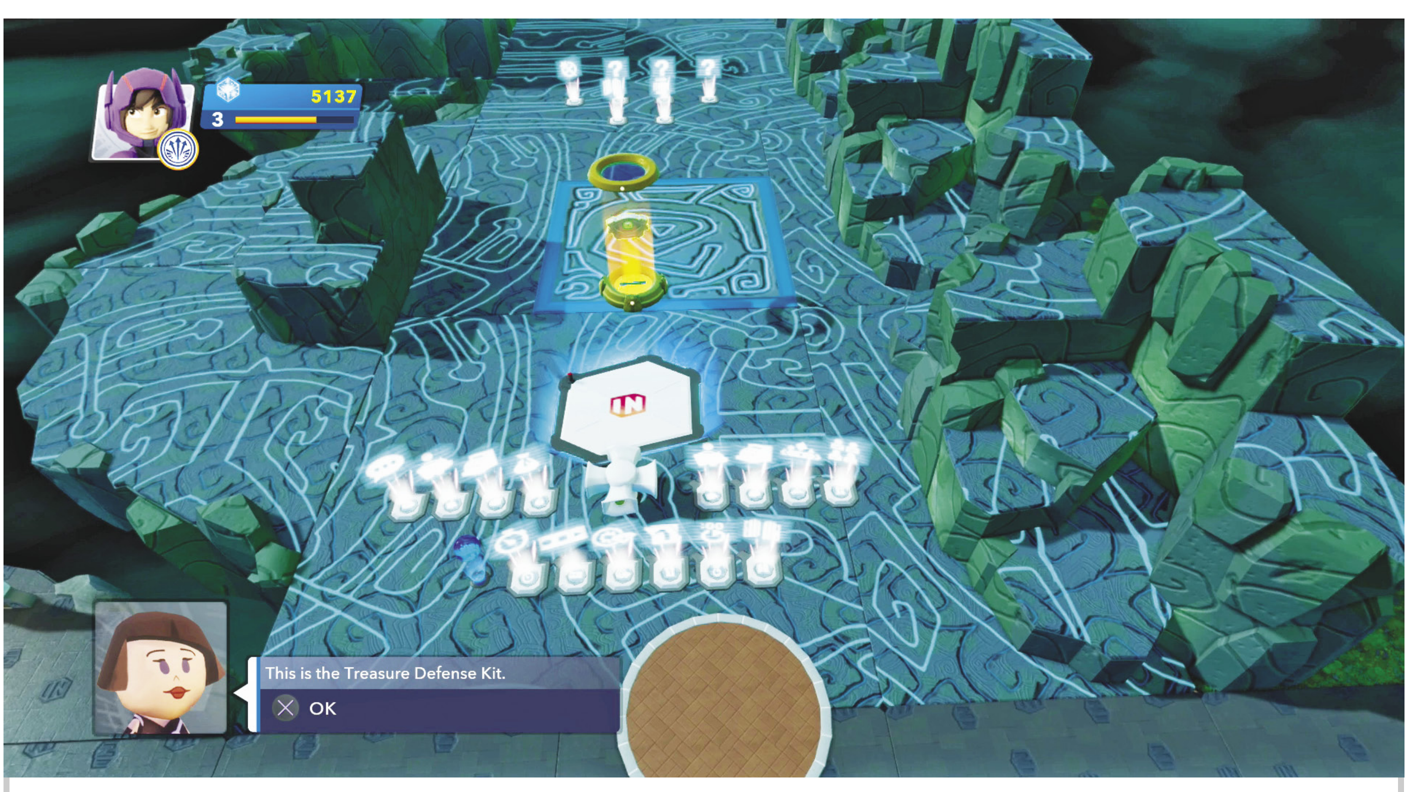
Then go collect the treasure!



Game Creation and Logic Toys

Treasure Defense Kit

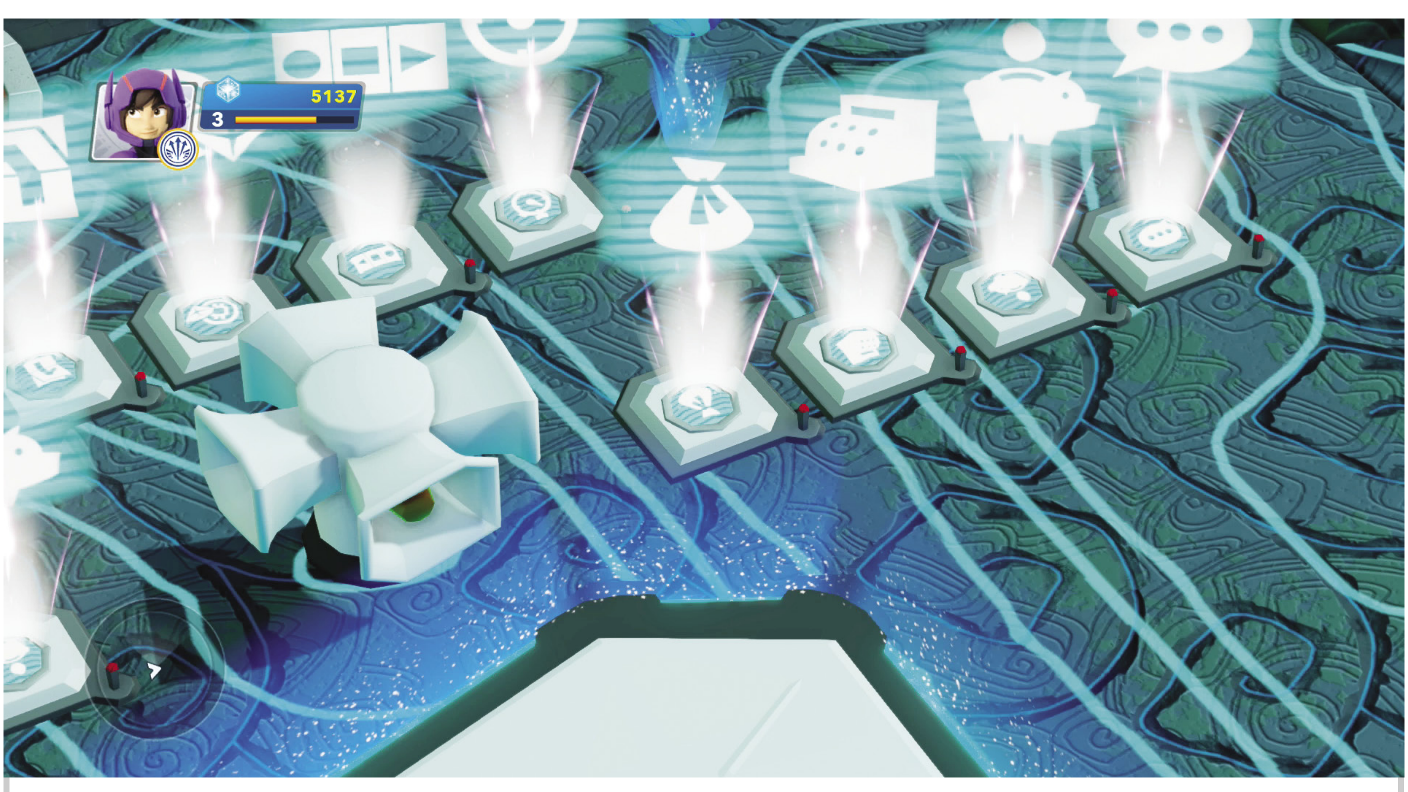
Games consist of several toys that are connected together. One of the games Quorra can show you is the treasure defense. In this, you have money to spend on some defenses and then must protect an object from waves of enemies. While the game kit that Quorra provides is fairly simple compared to the Toy Box Games you can play, this kit shows the basics and the vital connections. In addition to placing the kit in the Toy Box World, Quorra also explains several of the key toys and how they are connected to each other.



This is the Treasure Defense Kit.

This is the treasure defense kit. All of the toys are grouped together. However, in a real game, you could move many of them out of sight, such as behind terrain or objects.

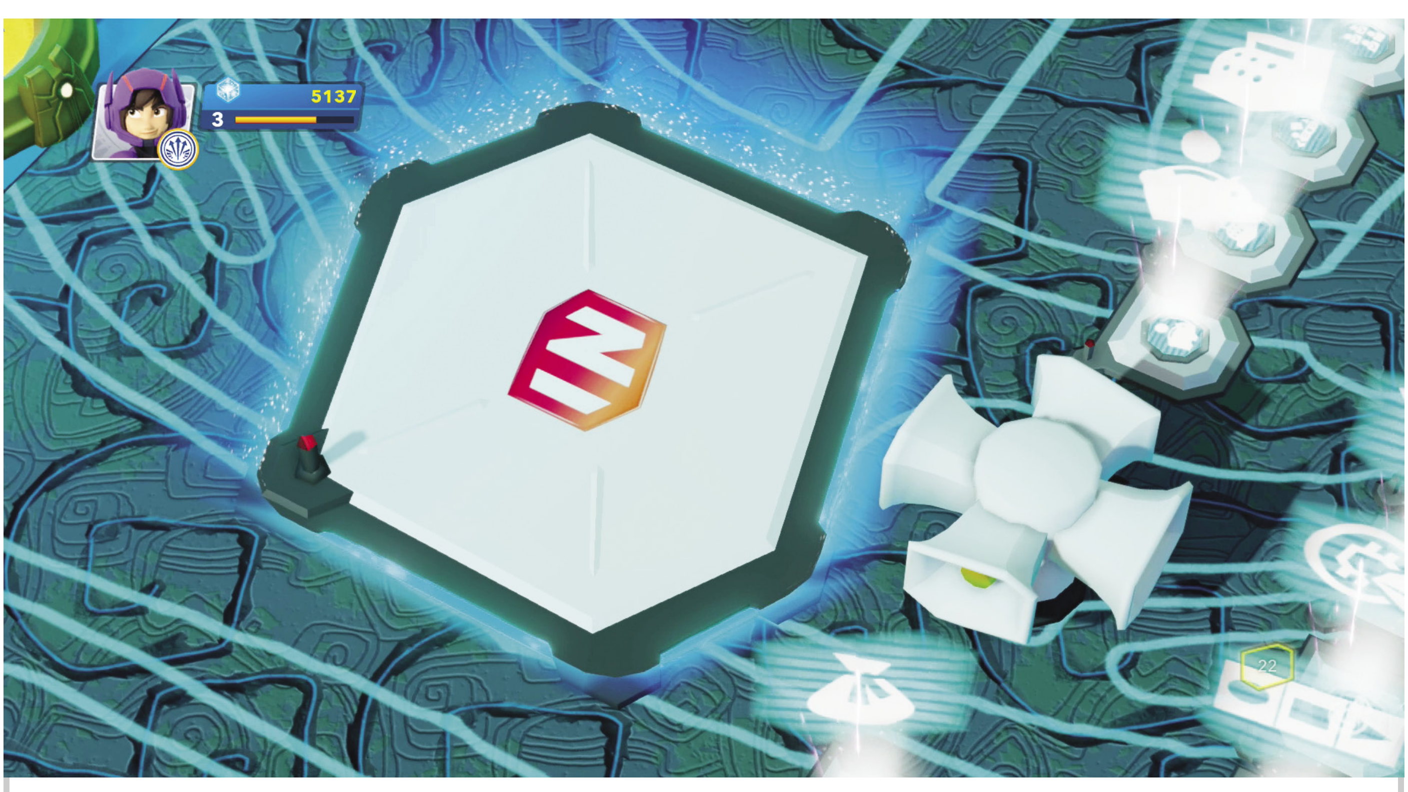
The first toy that Quorra introduces is the inventory manager. It is used in this game to limit the choices of toys that players can select in the editor. By setting the properties of this toy, you can choose exactly what toys are available. Next she discusses the storefront. This toy has two menus. One is used to organize a shop of items for sale. The other menu is for players to actually purchase those items during the game.



The inventory manager and storefront toys allow you to set up the ability for players to purchase toys during a game. You can customize when and what items are available as well as how much they will cost.

Because this game involves money, the money manager toy is a must. It lets you choose the type of currency you want to use as well as how it appears in the game, such as when you defeat enemies or break items. This money can then be spent in the storefront. The amount of money dropped by these things can be set using the loot drop manager toy. As you can see, if you want to use money and be able to buy things in the game, you need several different toys connected together.

While Quorra explains how some of the toys create an economy to introduce you to the importance of connecting toys to complete a function, where a game really starts is with the challenge maker. In order to begin a game, a player must first step on the challenge maker. For this game, the challenge maker is connected to the text displayer. This provides instructions to the player that have been written within these toys. After the text is displayed and the player presses a button to remove the instructions to start the game, the text displayer sends a signal to other toys to get the game going.

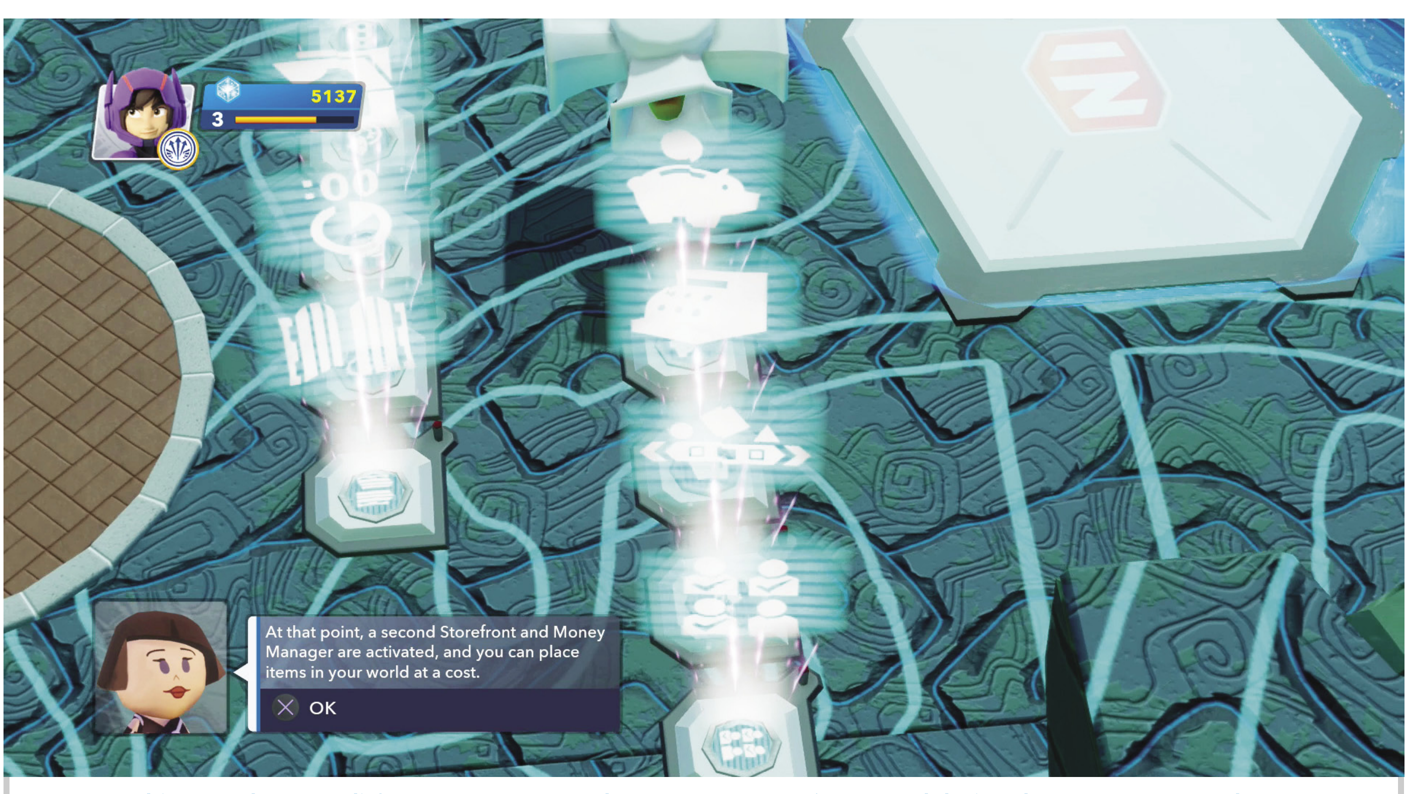


Each game needs a challenge maker that the interface players use to access and start a game. This is a feature new to the game.

Tip

The challenge maker is like the brain of the game. It starts the game and connects to several different toys to help progress a game along and then determine the victory conditions. When making your own games, always start with the challenge maker.

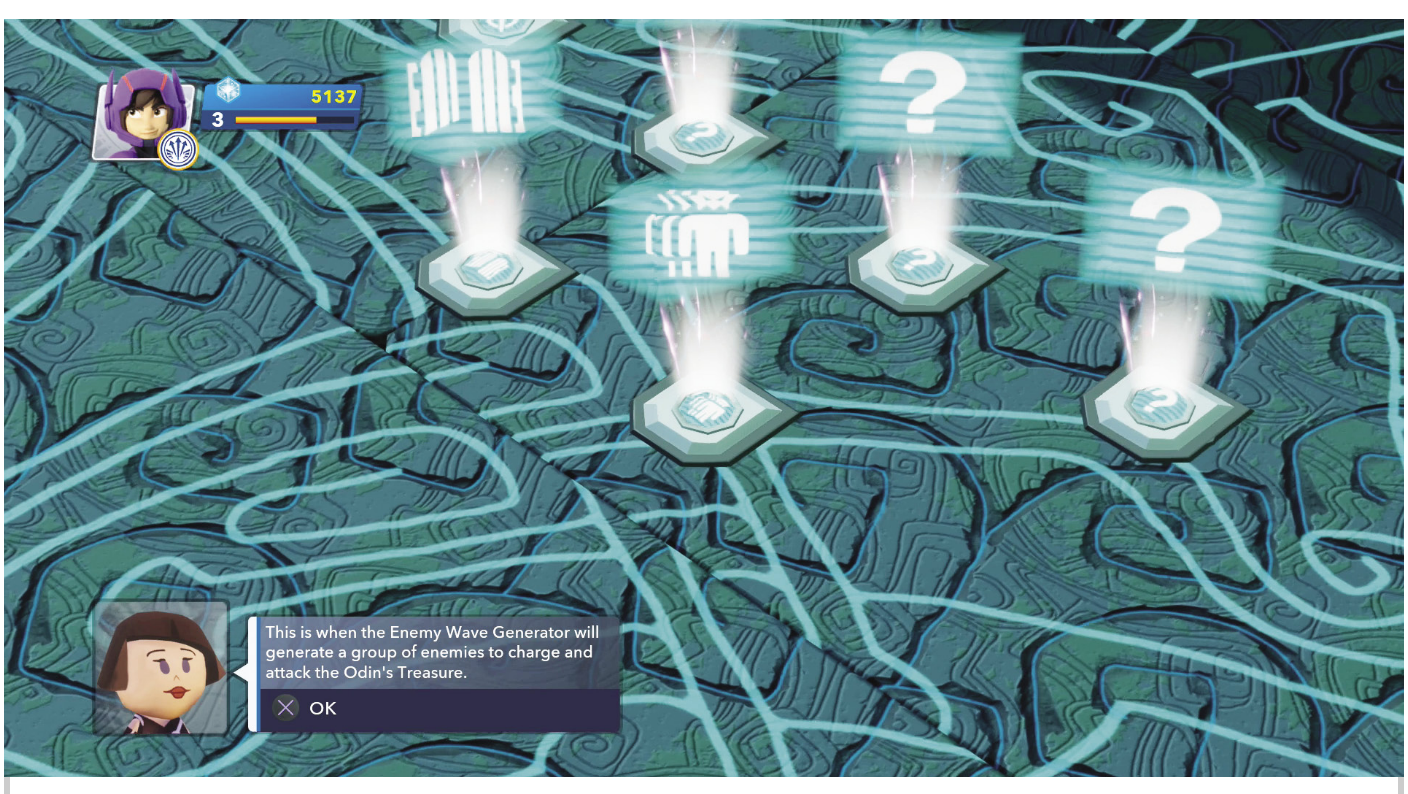
For example, in this game, the text displayer gives instructions to pick items to use in the game. Then it sends a message to the storefront to open and let the players start picking. It also activates the money manager, which provides money for the players to spend. When the players close the storefront after picking items, the storefront sends a message to the text displayer to give the next set of instructions—in this case, to place items to help defend the treasure. This opens another storefront toy and another money manager toy are activated so that players can access the storefront—by pressing the Toy Box Editor button—to purchase more items with the money they collect by defeating enemies. The editor manager then opens and lets the players place as many objects as desired until the money runs out.



At that point, a second Storefront and Money Manager are activated, and you can place items in your world at a cost.

Because this game has two different purposes for the storefront—setting up and during the game—you need two sets of storefronts and money managers. This allows you to also have different prices for the two storefronts.

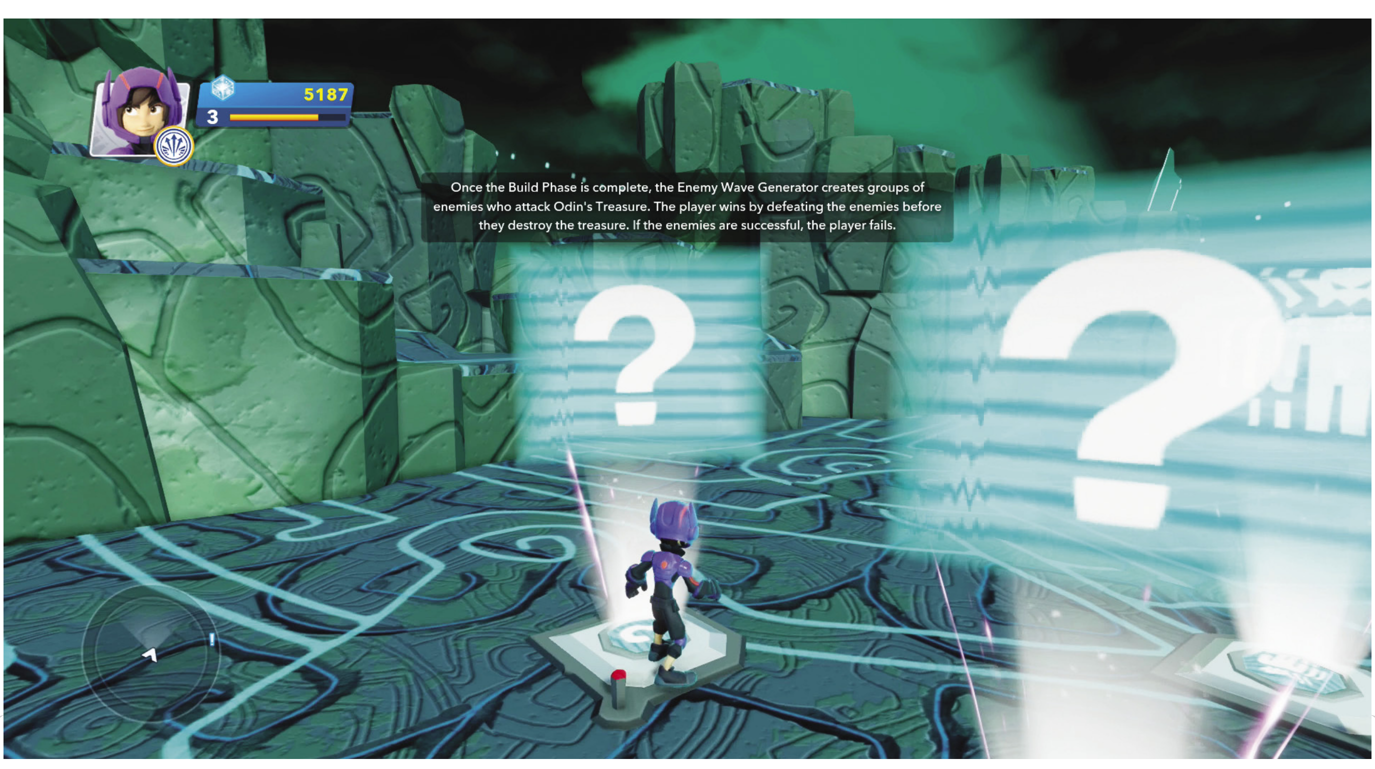
When the player is finished placing items and closes the storefront, the enemy wave generator begins creating groups of enemies to charge and attack the treasure. In the enemy wave generator, you can choose the types of enemies and how many appear in each wave. For this game, there is only one wave. If the enemies destroy the treasure, then the game is over. However, if the player defeats all the enemies with the treasure intact, then the result is a victory.



This is when the Enemy Wave Generator will generate a group of enemies to charge and attack the Odin's Treasure.

Use the enemy wave generator to configure the types and numbers of enemies. If you connect this toy to locator toys, you can specify where you want the enemies to appear.

Try playing the game to see how everything works within the game. Then take some time to select each toy with the magic wand and look at all the properties and connections with other toys. The designers have left a note for you with descriptions about the game. Just walk over the toys with a "?" over them.

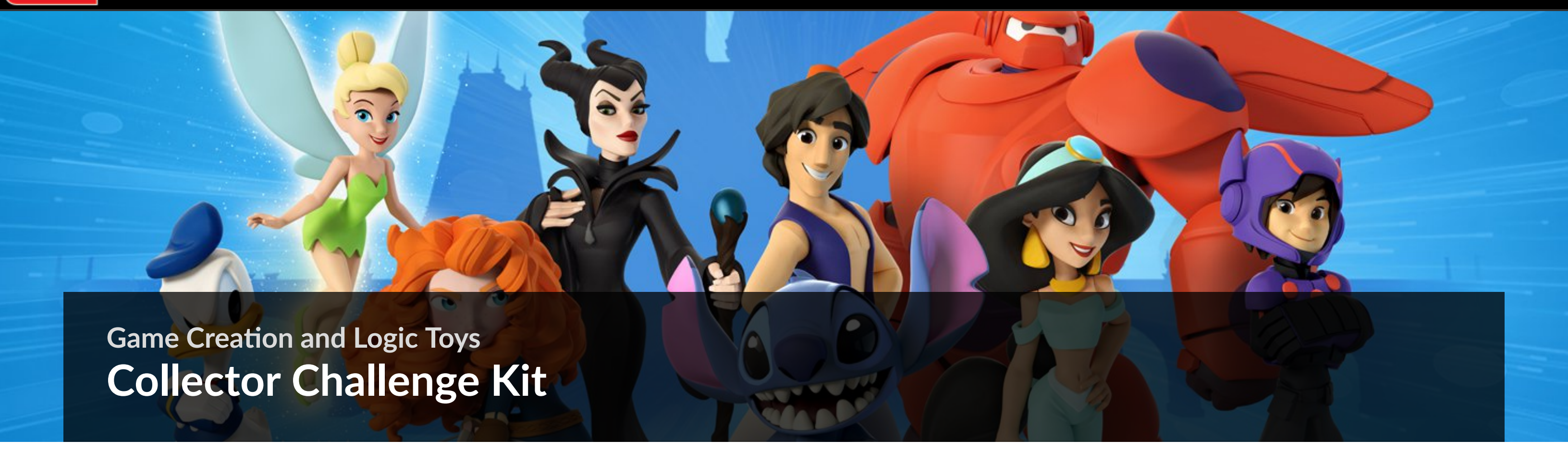


Once the Build Phase is complete, the Enemy Wave Generator creates groups of enemies who attack Odin's Treasure. The player wins by defeating the enemies before they destroy the treasure. If the enemies are successful, the player fails.

Try out the game to see how it works. These toys with the "?" on them contain information about how the game was made. Walk over them to access their text.

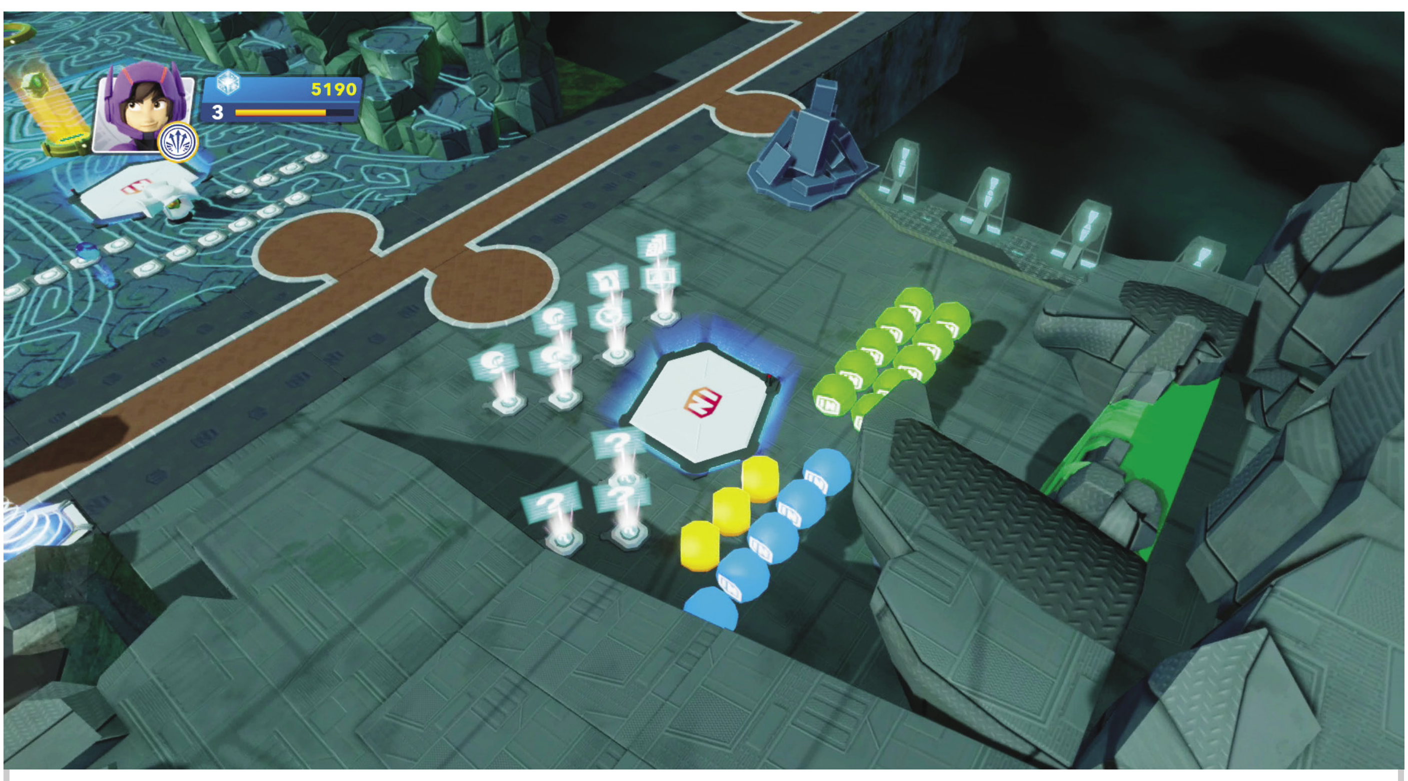
Tip

The treasure defense type of game is quite complicated with lots of different toys and multiple connections. However, by using the kit, you can quickly place this game into a Toy Box World and then make modifications so it suits your purposes.



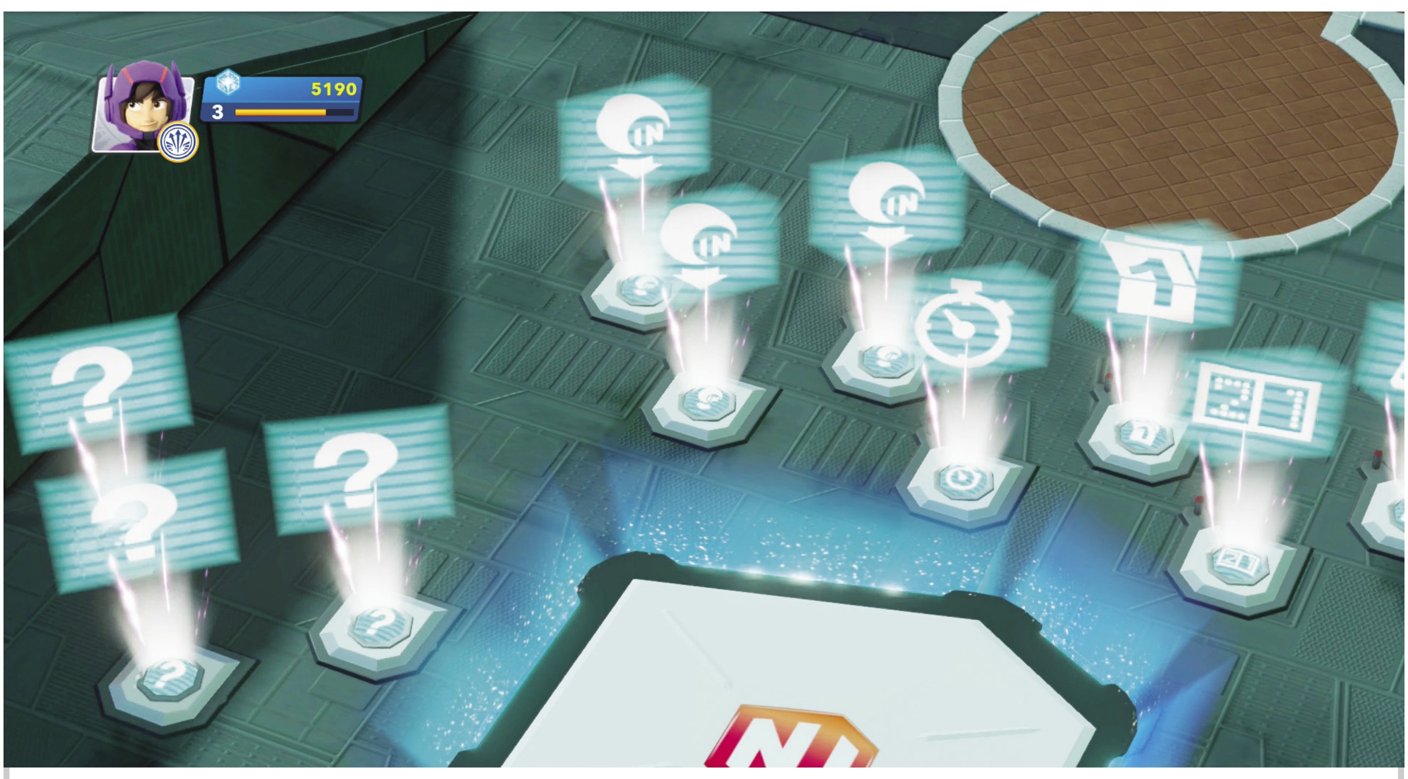
Collector Challenge Kit

The collector challenge kit is another template that is a complete game. This type of game requires players to collect objects within a certain amount of time. Quorra walks you through the basics of this type of game.



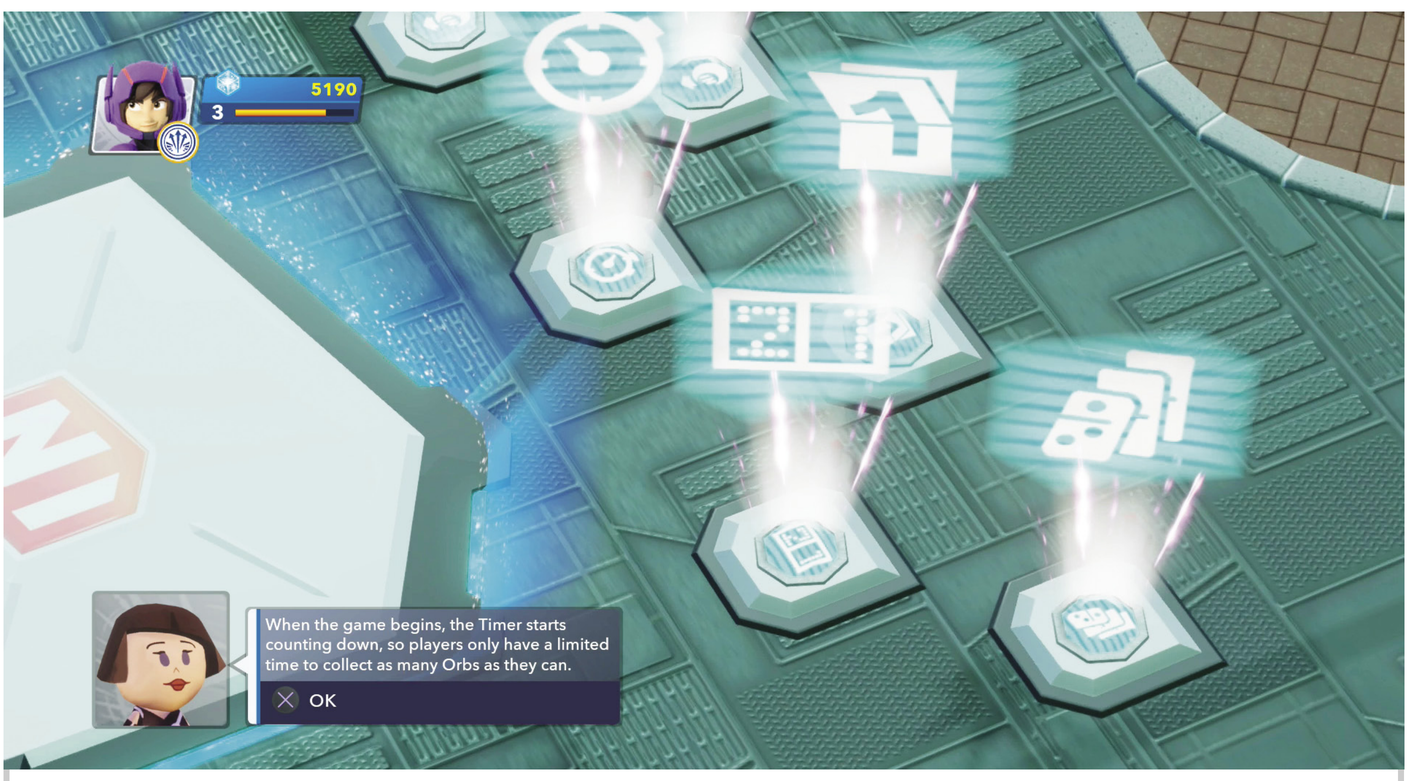
The collector challenge kit has everything you need to create a collection game. Of course, when making your own game, you will want to move those colored orbs around to make it more difficult to collect them. However, they are already connected to the other toys when you use a kit or template.

As with all games, you start with a challenge maker. It usually has more connections than any other toy. For a collection game, you need a collectible tracker. It can keep track of orbs, rings, and other collectible items. As you can see, there are three of these toys—one for each color of orb. The collectible trackers have a couple different functions. For this game, when all of the assigned color of orb are collected, the collectible tracker sends a message to the counter. Also, whenever a player collects one of the orbs, it sends a message to the scoreboard. You can set each collectible tracker to a different score value so that each color of orb is worth different amounts of points.



The collectible trackers keep track of the various collectibles in the game and send a message when all of a certain type is collected.

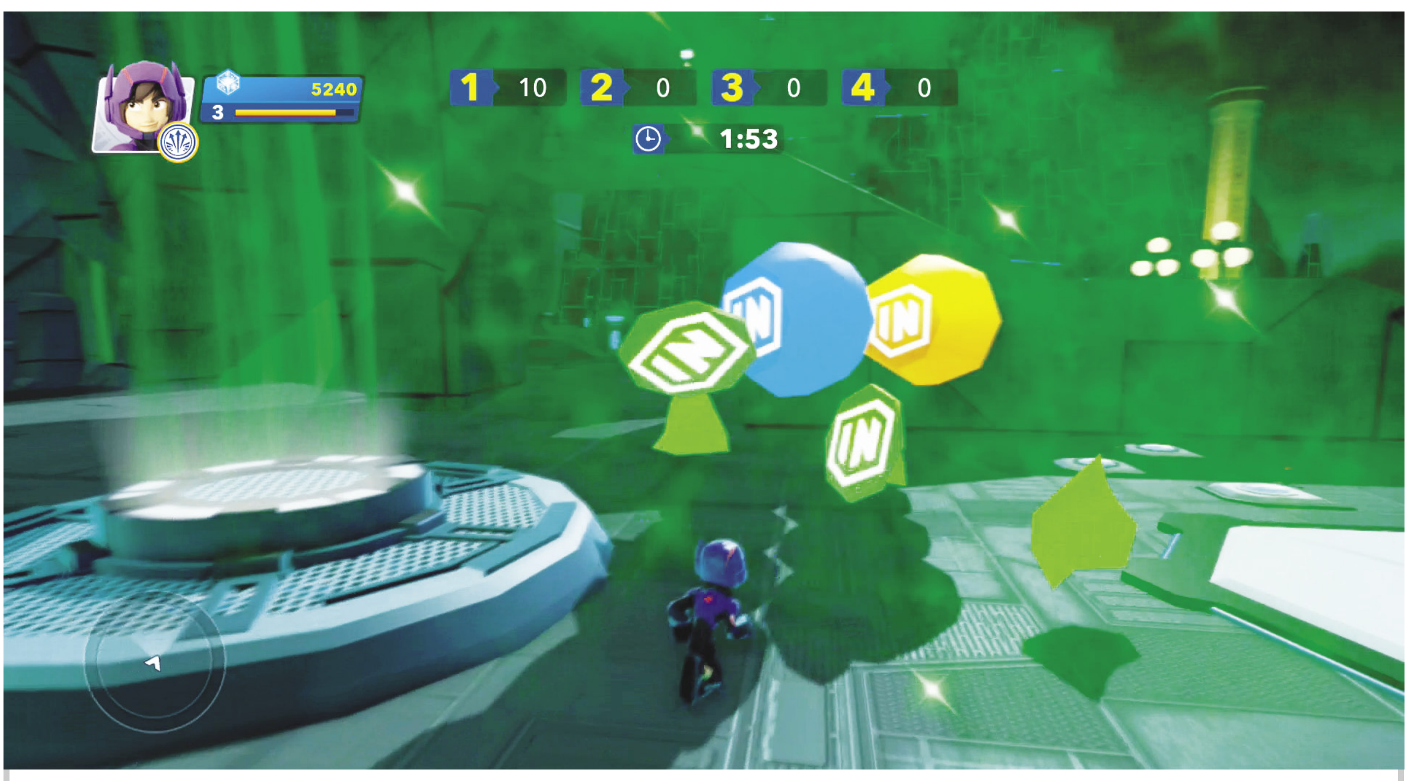
The counter is busy in this game. It receives messages from each of the collectible trackers. When it receives one from each, it sends a message back to the collectible trackers to reset and place the orbs back into the game area. It also resets itself so that it is ready to begin receiving messages again. The other main controlling toy is the timer. It begins counting down when the challenge maker sends a message to it and the game starts and, when time runs out, it sends a message to the challenge maker that the game has ended. When using a timer, you need to set the amount of time you want the game to last in its properties.



When the game begins, the Timer starts counting down, so players only have a limited time to collect as many Orbs as they can.

The counter and timer help keep this game running by providing points and limiting the time players have to get as many collectibles as they can.

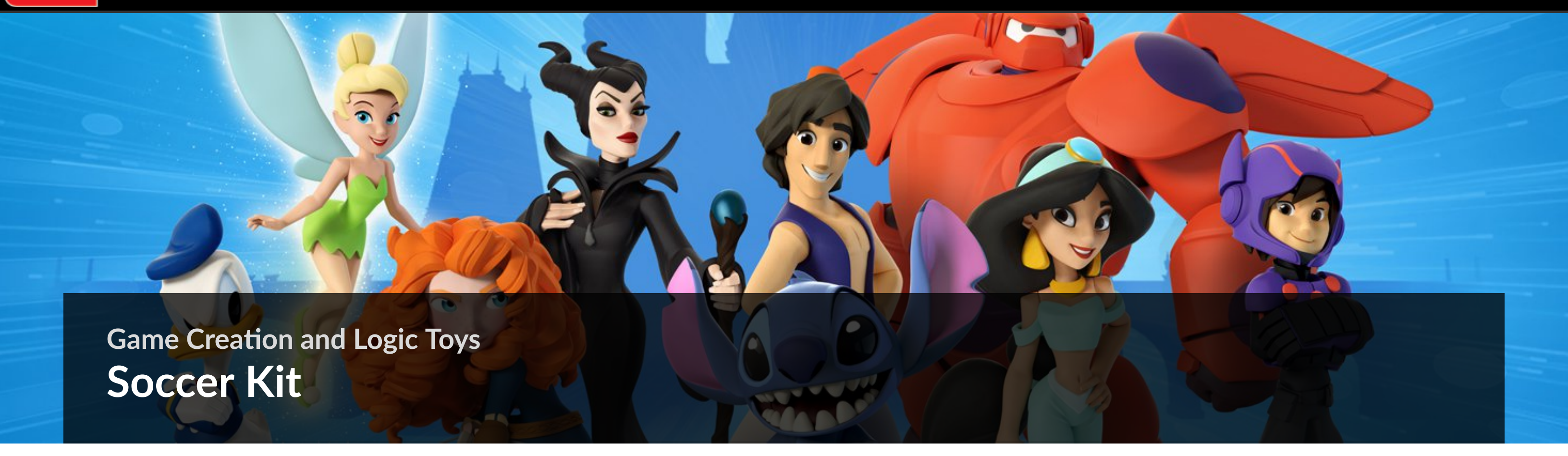
The scoreboard keeps track of how many points the players have earned and displays it on the screen. This also provides the scores for the challenge maker at the end of the game for the final tally. Then, when the game is over, the level starter toy sends a message to the collectible trackers to hide the orbs and to the scoreboard to reset so that the game is all ready for the next time it is played. Think of this as cleaning up.



Try out the game to see how it works now that you know how all the toys work together. Try making changes such as the points for each orb or the amount of time you have. Use the magic wand to move the orbs around as well.

Tip

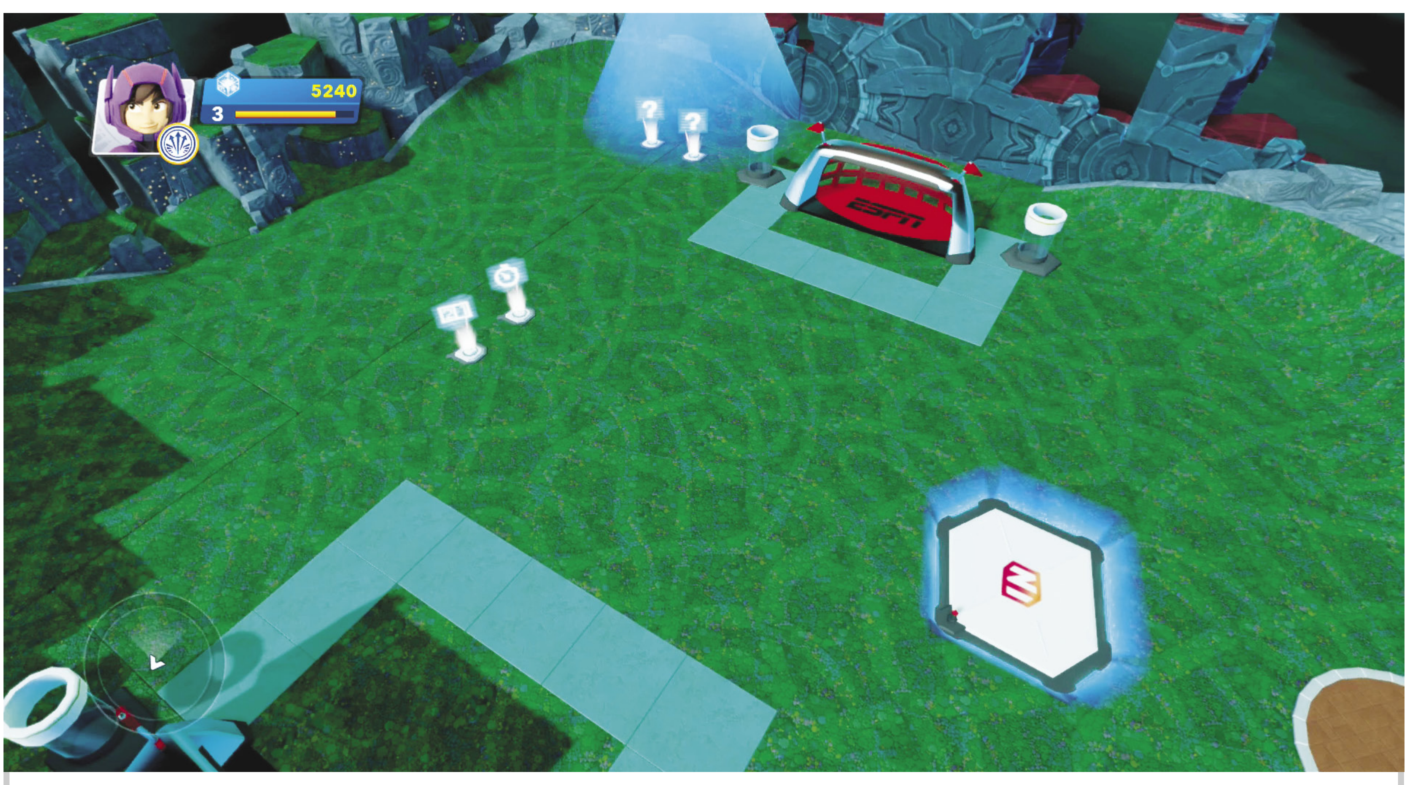
If you want to try making a game from scratch, a collectible game is one of the easier games to create. To begin with, you may only want to use one type of collectible, and once you have that working, add more later.



Game Creation and Logic Toys

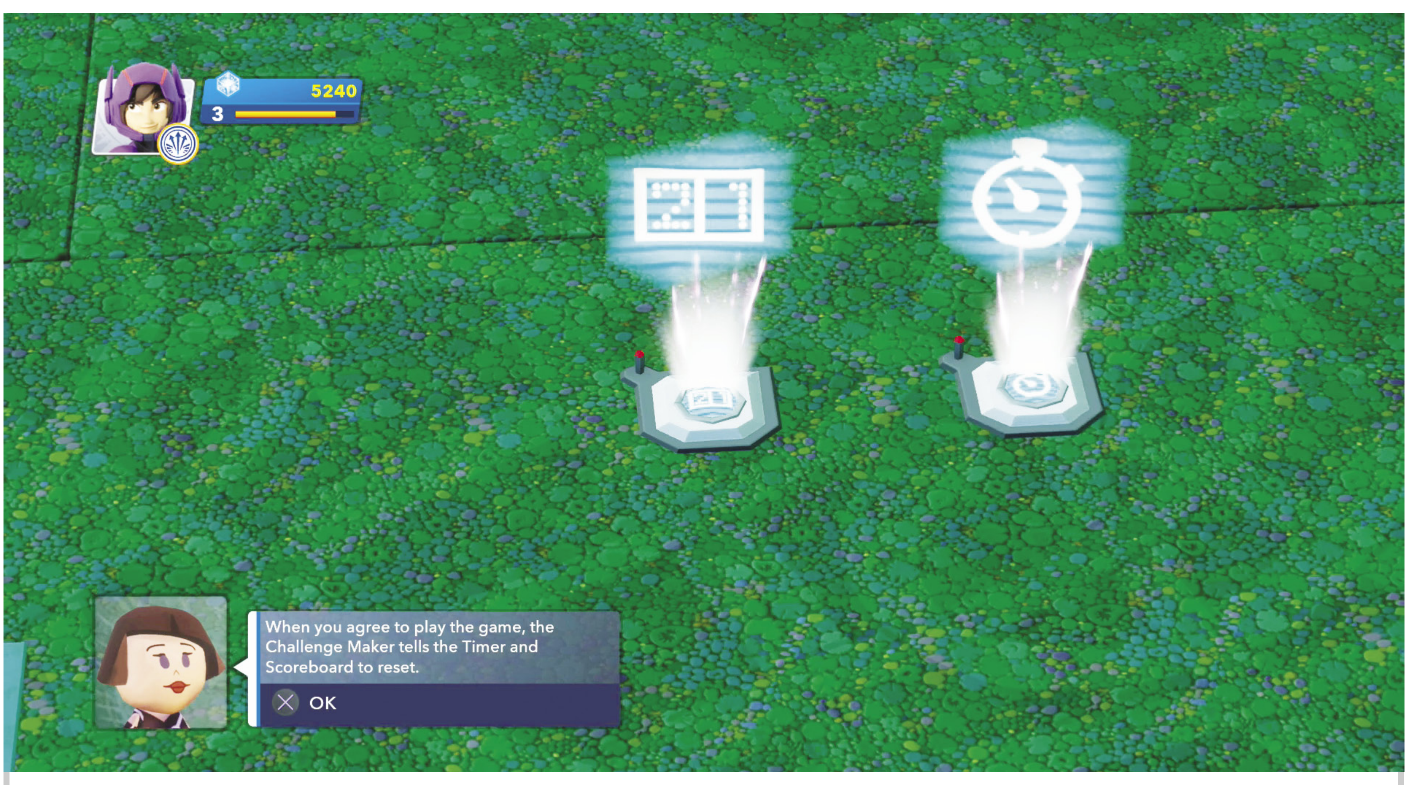
Soccer Kit

There are a number of different types of sports games you can create in the Toy Box. However, most are similar in the way they function. Quorra provides a soccer kit for you to try out and explore. However, you can easily use the same concept to make a hockey game or, with a few more modifications, create a basketball game. The Toy Box offers several different sports toys to help you create these types of games. However, let's start with soccer.



The soccer kit is another simple template. However, it can teach you a lot about scoring.

The central toy for the soccer kit is the challenge maker. Players step on it to start a game. When the game begins, the challenge maker sends messages to the timer and the scoreboard telling them to reset back to their initial values.

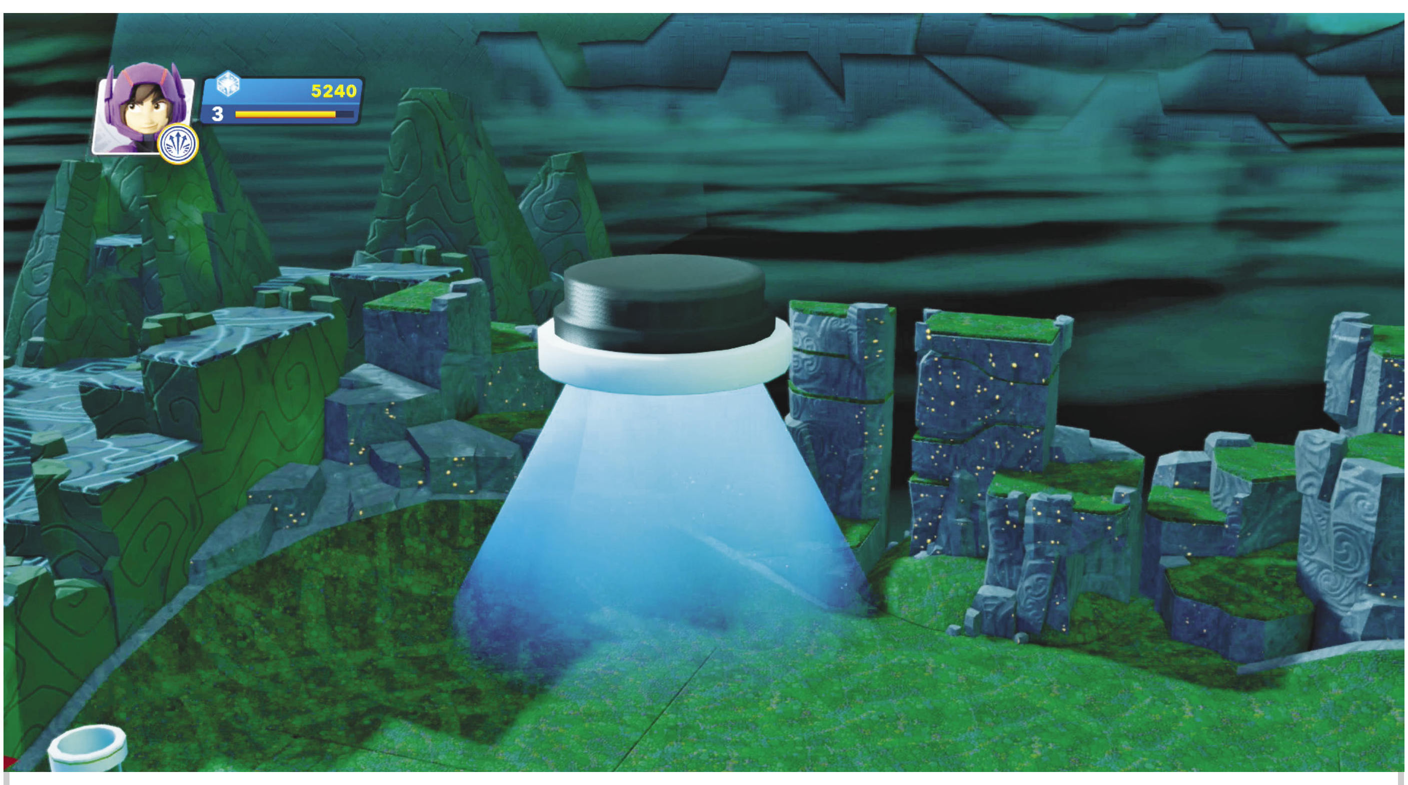


When you agree to play the game, the Challenge Maker tells the Timer and Scoreboard to reset.

OK

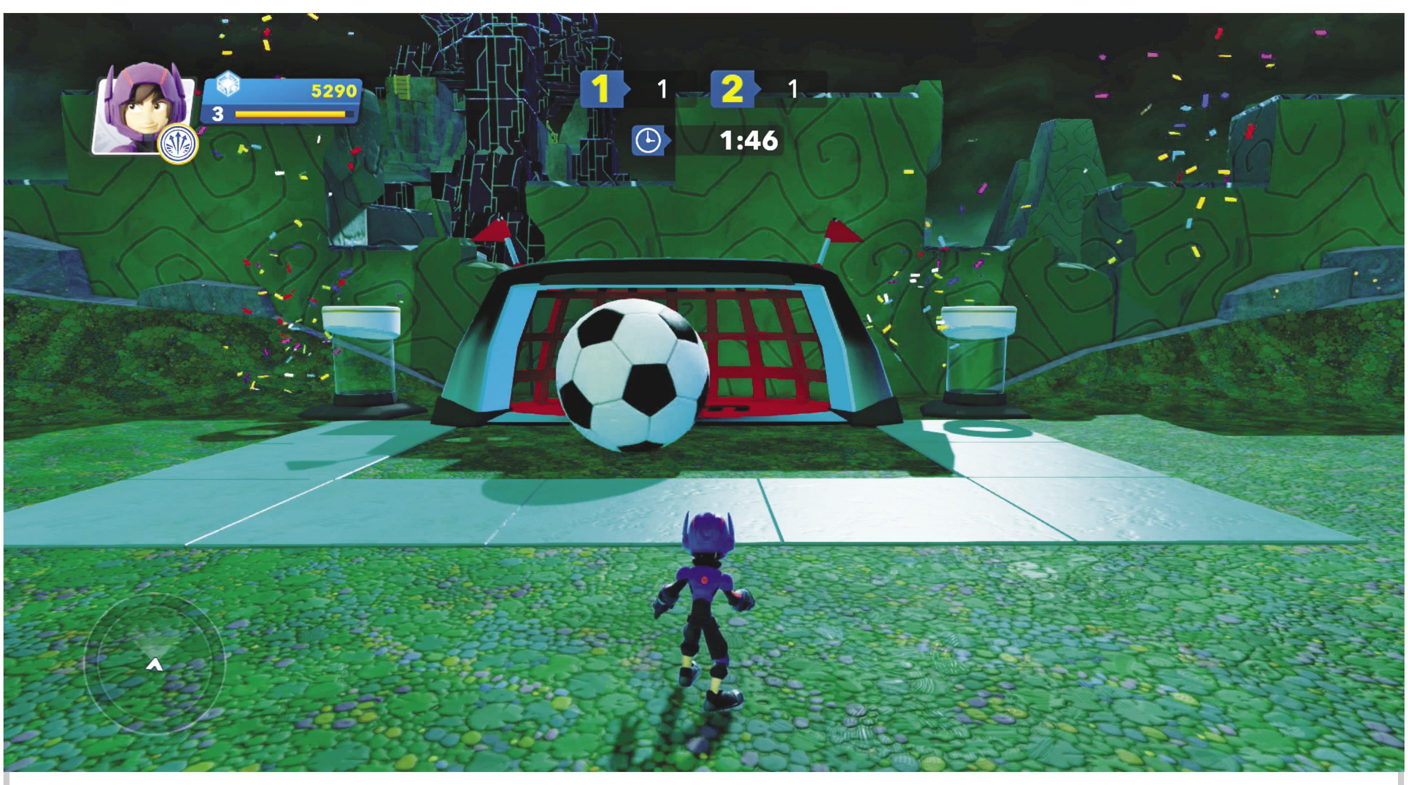
At the start of the game, the timer and scoreboard reset. Then, during the game, the timer counts down and the scoreboard counts up as goals are scored.

A soccer game needs a soccer ball. So when the game begins, the challenge maker sends a message to the falling object generator to drop a soccer ball onto the field. Then, when the game is over, it sends another message to remove the ball from the Toy Box World.



The falling object generator drops a soccer ball onto the field at the start of the game.

The goals in this game are also connected to other toys. When the soccer ball goes into the goal, it causes several things. The ball resets to a position in the middle of the field. If you look while you have your magic wand out, you can see a locator there. The goal also sends a message to the scoreboard to advance the score by one. Finally, messages are sent to the two party cannons on either side of the goal so they launch confetti into the air.



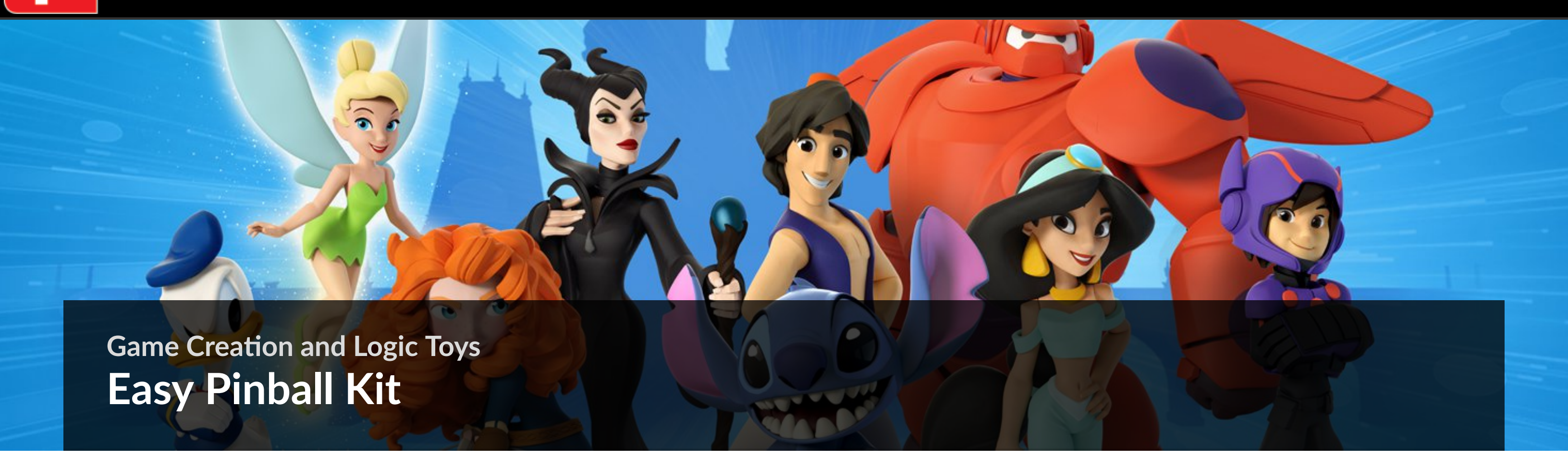
When a ball goes into a goal, it triggers several actions that are caused by messages sent from the goal to other toys such as the party cannons and the scoreboard.

The soccer game ends when the timer reaches zero. The timer sends a message to the challenge maker to end the game. The challenge maker then sends messages to the falling object generator to remove the soccer ball and to the party cannons to do a grand finale.

The soccer game ends with a bang of fireworks and the final score. You can add some more toys to this kit so you can have sound effects and other actions.

Tip

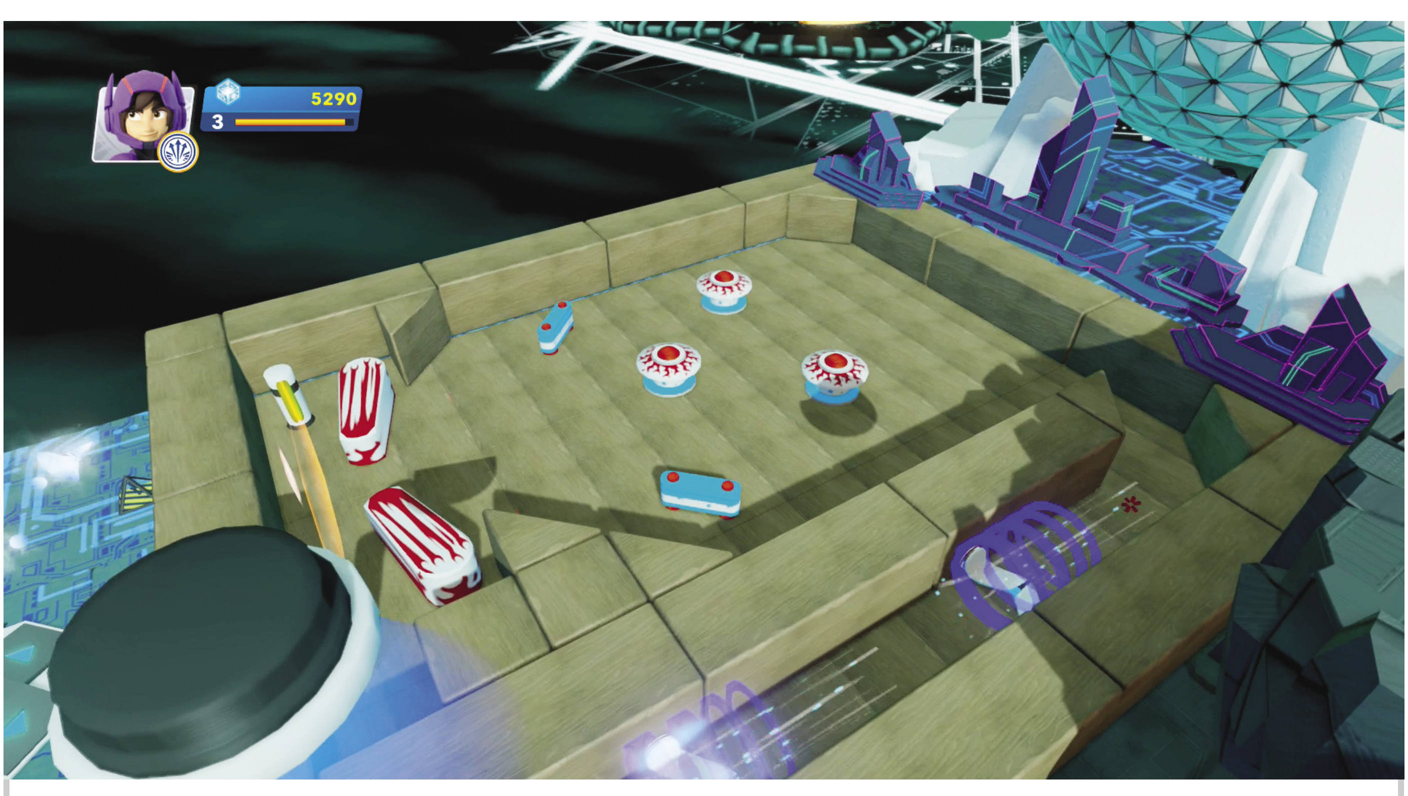
Templates are a great place to start. It is very easy to use the soccer kit and convert it to a hockey game. Edit the falling object generator to drop a hockey puck and change the grassy terrain to ice.



Game Creation and Logic Toys

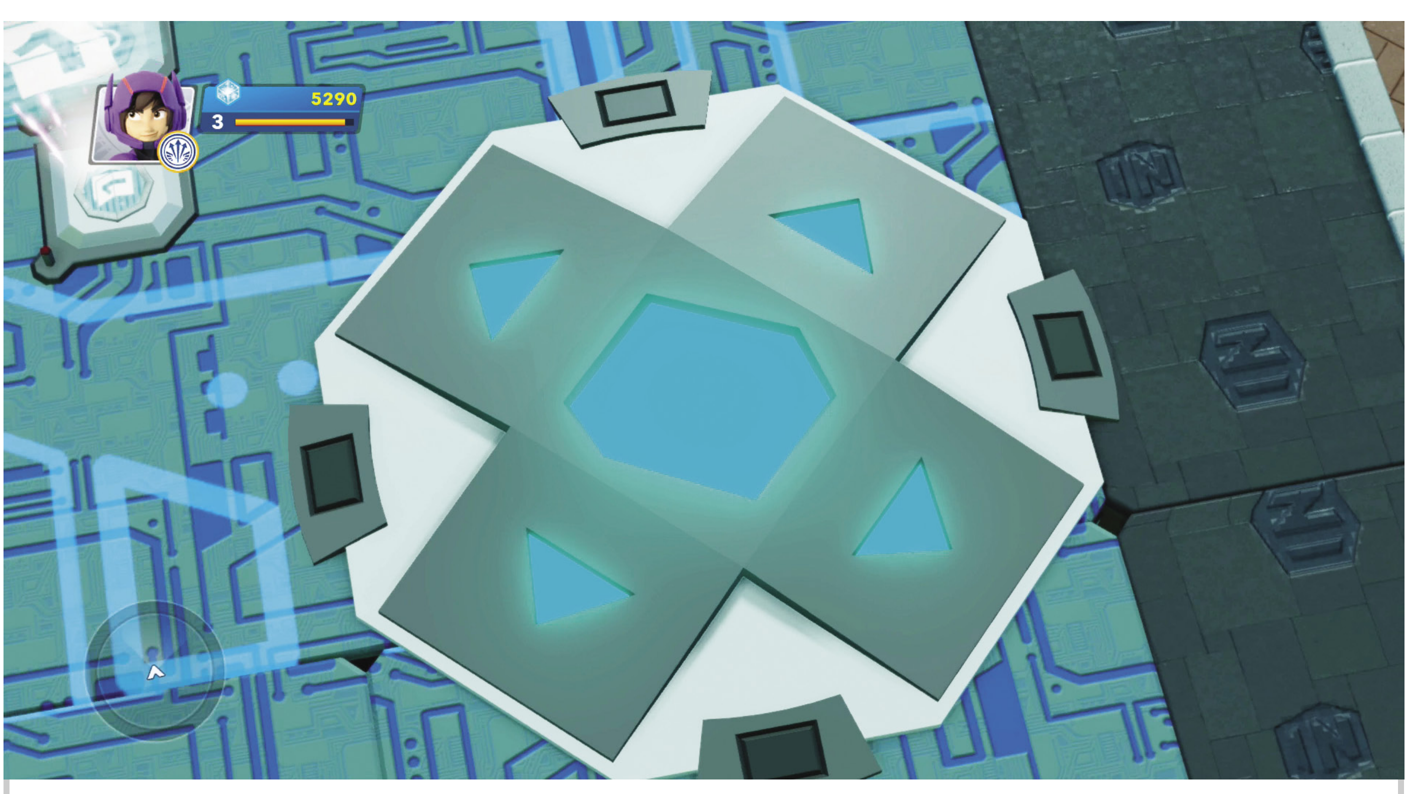
Easy Pinball Kit

Pinball games are a lot of fun to play in the Toy Box, but can be tough to make. Therefore, Quorra has a kit all ready for you to explore. She also explains some of the tricks you can use to help create some physics such as gravity.

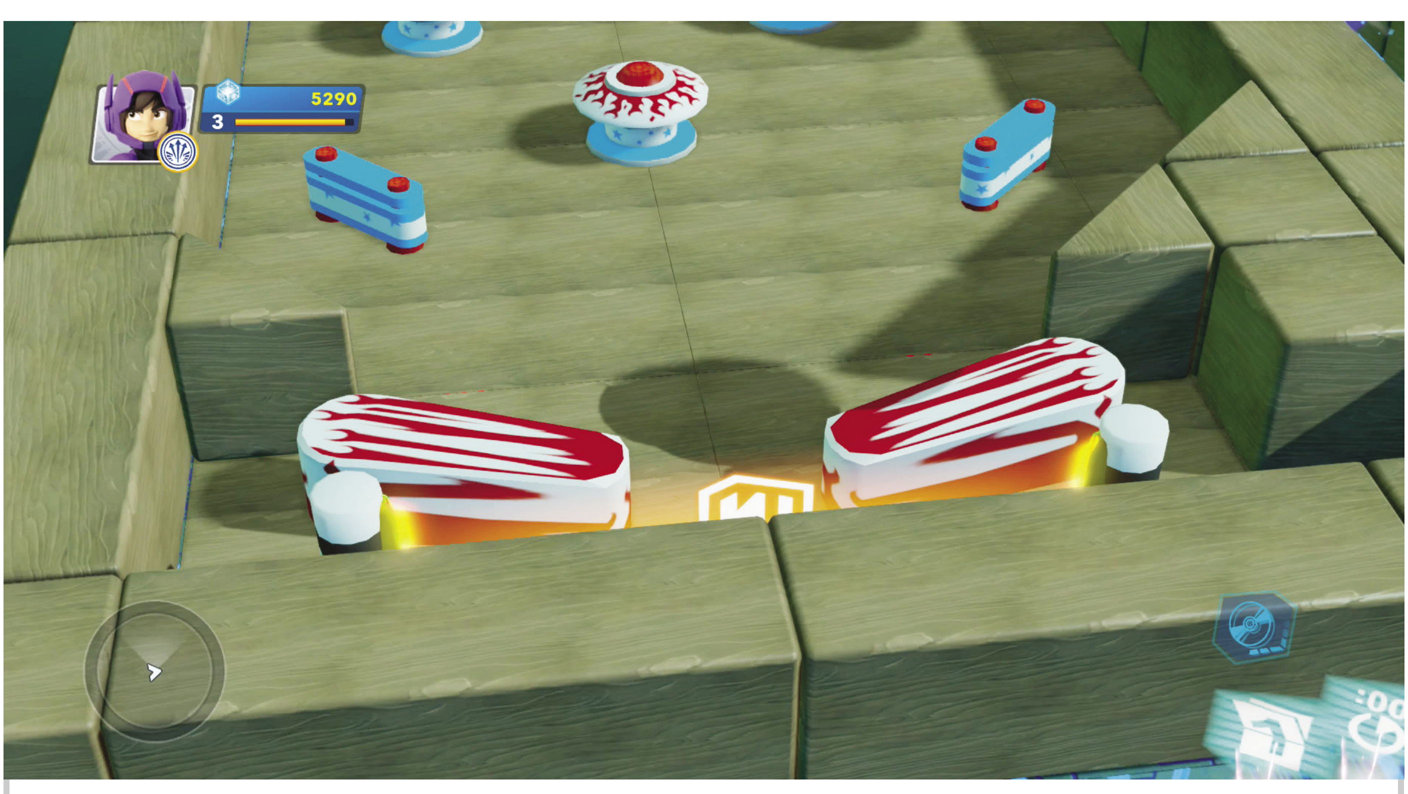


The pinball kit is a complete game that is ready to play. However, you can still modify it once you learn how it works.

As with all games, the challenge maker is where you start the game. It also connects several of the key components and ties them together to make the game work. Quorra also introduces a new toy that is very important to this game—the remote controller. This actually lets you assign controller inputs for game play. The remote controller only works when a character steps onto it. Then the character is temporarily removed from play and the player gains control of specific Creativi-Toys in the game rather than controlling the character.

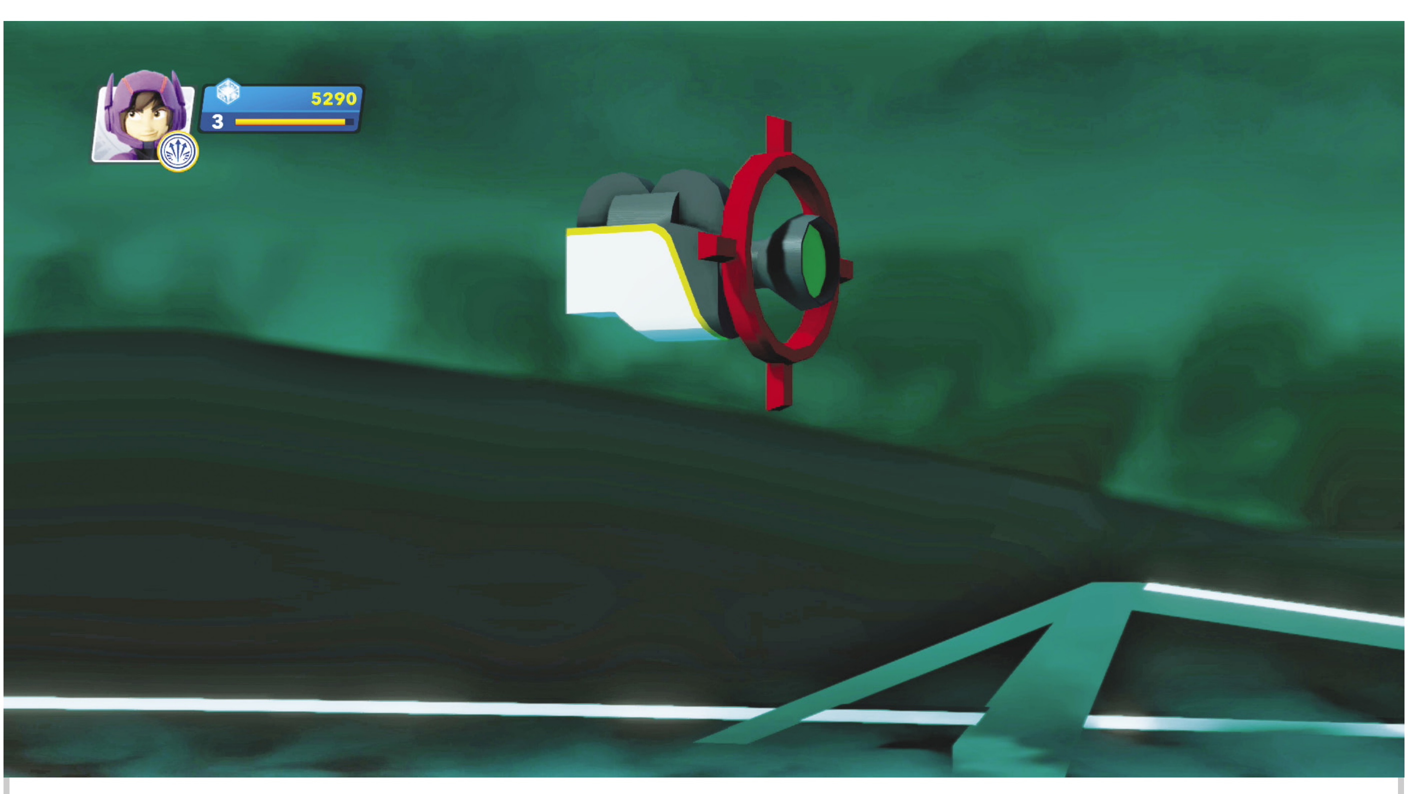


The remote controller is a powerful tool that gives the player control over different elements in a game.



The remote controller in the pinball game lets you control the left and right pinball flippers.

The previous kits and templates have all used the default camera view, which is focused on the character. However, in this game, a target camera is used. This lets you set the view of the game the player will see when playing. Once the target camera is placed, then a locator is used to show where you want the camera to look.

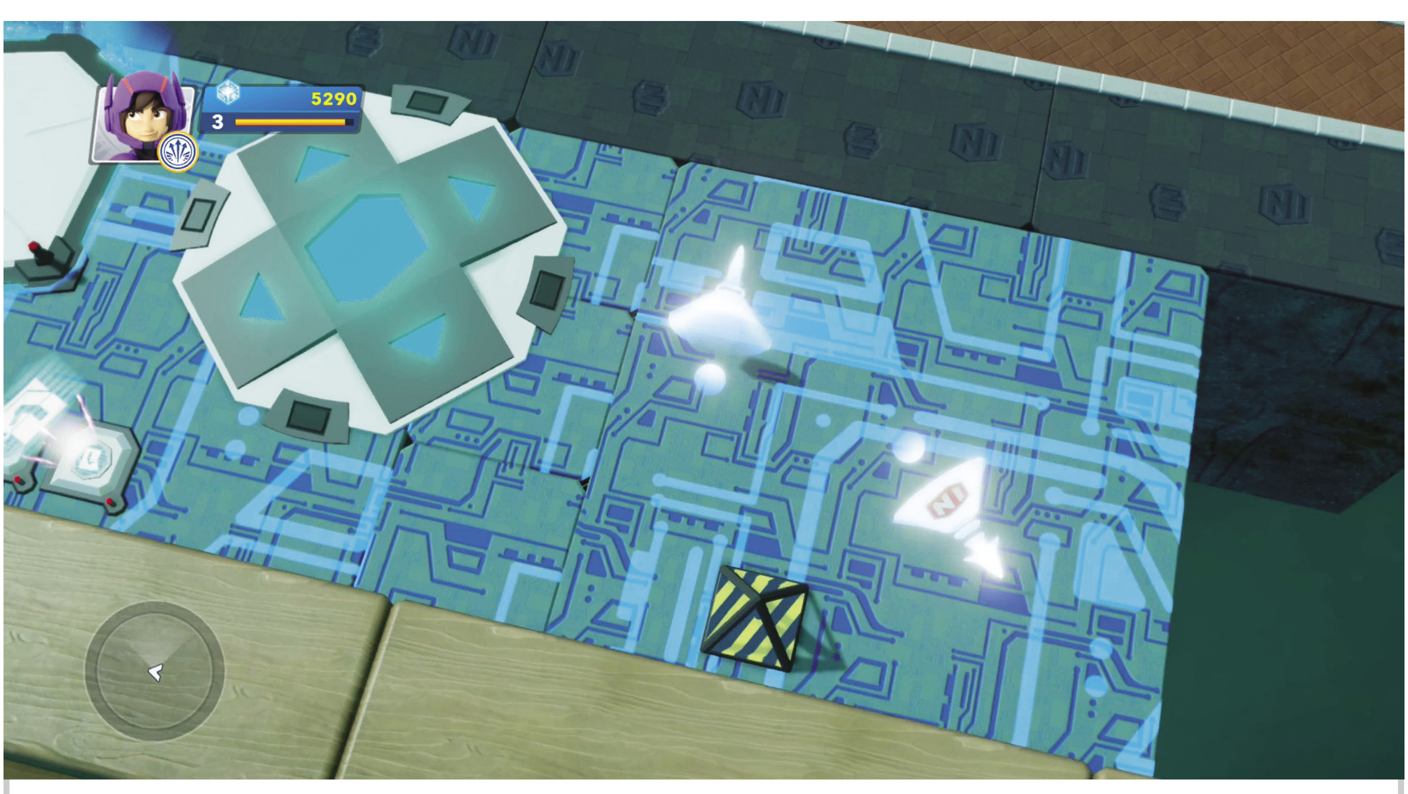


The target camera lets you set the perfect angle of view for the game.

Tip

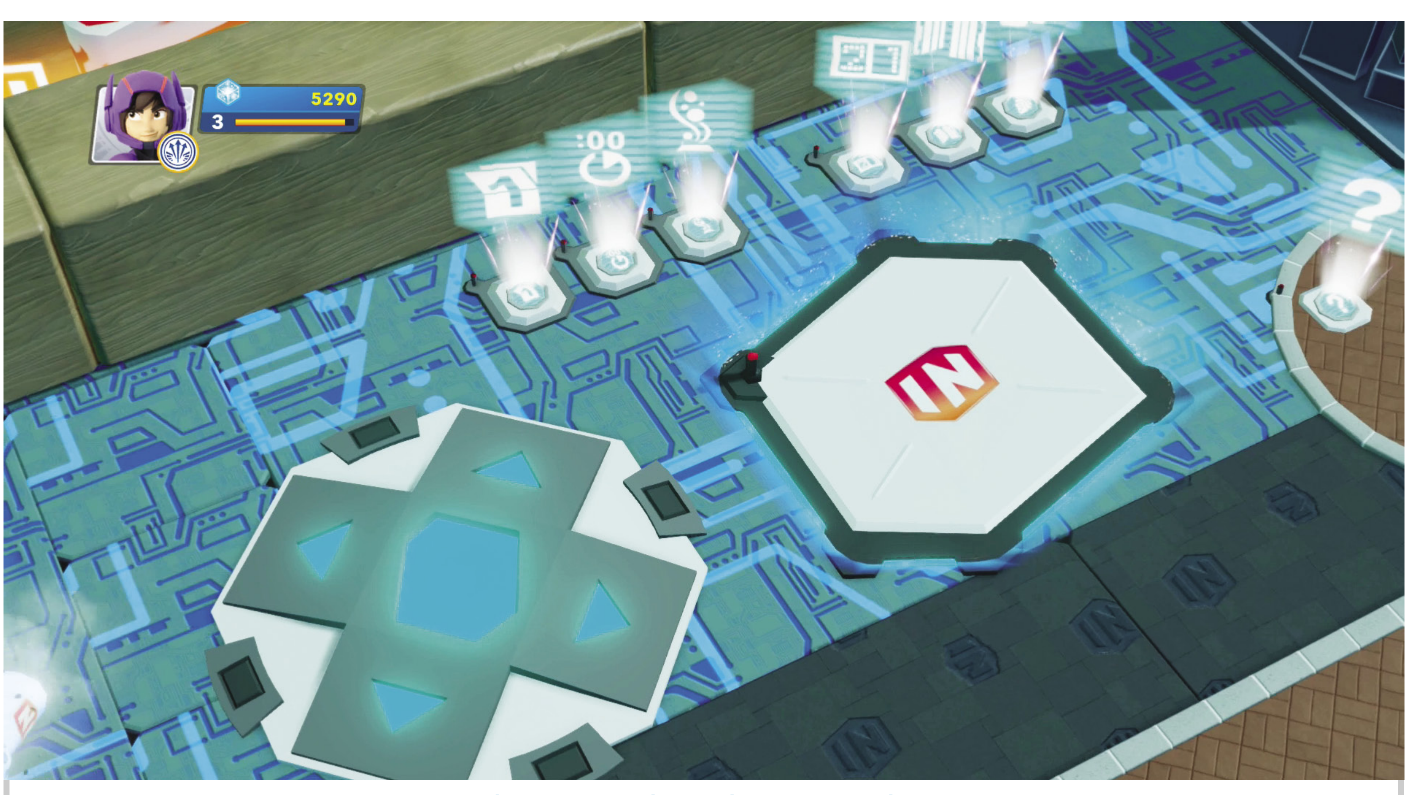
There are several other types of cameras available for purchase in the Toy Box Store. These allow you to view top down, side scrolling, and much more. Selecting the correct camera for a game can make a lot of difference.

One of the challenges of a pinball game is gravity. The Toy Box Worlds are flat while pinball games are set on an angle. Therefore, the game needs a way to simulate gravity so that the balls will move towards the flippers just like they would in real life. To accomplish this, the game uses weather vanes. These weather vanes are then connected to locators to choose the direction of the force they use to move the ball. You can even adjust how hard the forces push the ball by adjusting the properties of the weather vanes.



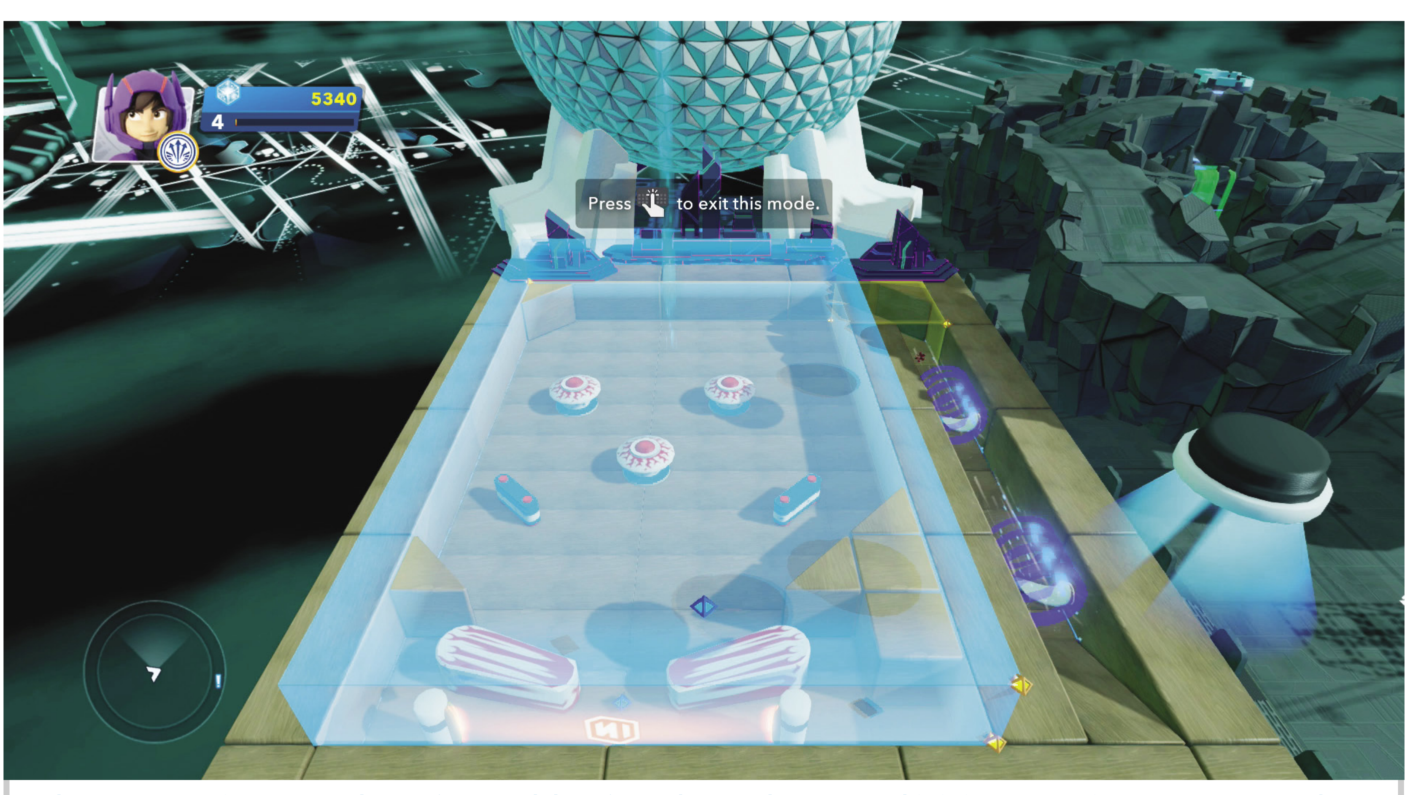
Weather vanes are used to simulate gravity by pushing the ball in specific directions. In this case, towards the flippers.

There are several other toys that help make the game work. When a player steps on the challenge maker to begin the game, the character is automatically dropped right onto the remote controller. When the player presses the button to use the remote controller, this sends a message to activate the target camera. The remote controller also tells the falling object generator to drop a ball via the logic gate toy.



All of these toys work together to create the game.

When the ball is released, super cannons propel it up the chute. At the corner, the ball enters a trigger area. When this happens, a second weather vane is activated and blows the ball into the pinball table area. It deactivates as soon as the ball exits this small trigger area. The table area is another trigger area that activates the first weather vane that blows the ball towards the flippers. Every time the ball hits a pinball bumper or pinball bouncer, it sends a message to the scoreboard to increase the score. A racing gate is positioned behind the flippers. The racing gate is connected to a kill switch. If the ball hits this gate, the ball is destroyed and disappears. This then sends a message to the counter toy to reduce the number by one. The counter toy keeps track of how many balls the player has. When the counter reaches zero, a message is sent to the challenge maker to end the game. If the counter is not yet zero, it sends a message to the logic gate which then sends another message to the falling object generator to drop another ball.



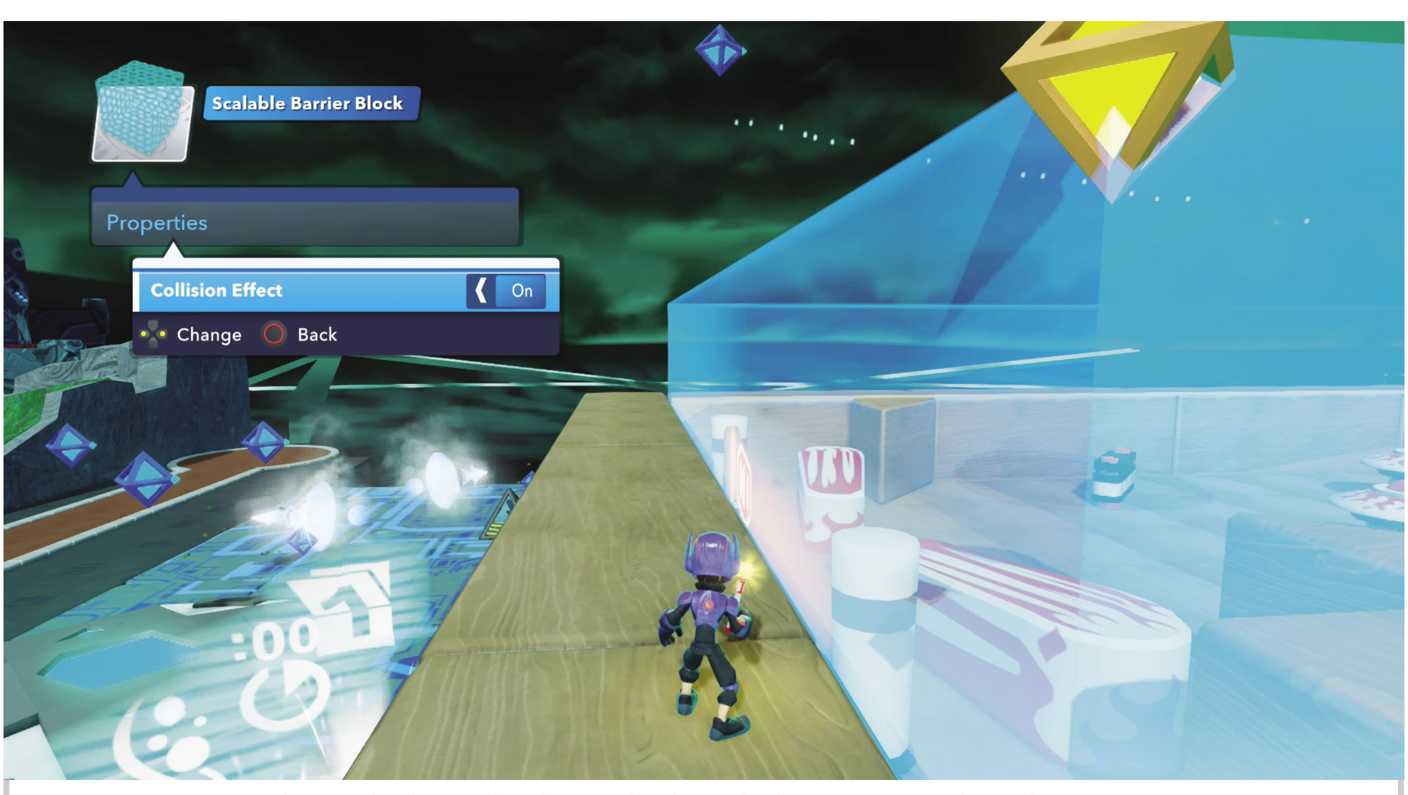
Press to exit this mode.

There are two trigger areas that activate and deactivate the weather vanes. This is important since you only want them moving the ball in specific directions at certain places in the game.

Tip

If you want to add the ability to earn extra balls, you could create a link between the scoreboard and the counter. For example, you could state that when the score reaches 100, the counter is increased by one—thus giving an extra ball.

You may have noticed a large, bluish, transparent object over the top of the pinball table area. This is a scalable barrier block. This is a new feature to the Toy Box. For the pinball game, it prevents the ball from leaving the table area. In other games, it can help keep characters in the game area without being a visible barrier. When you put your magic wand away, the barrier becomes invisible. If you are doing a side-scroller game, you can use a vertical barrier to keep characters from falling off edges. Remove the barrier from the pinball game and see what happens. The ball may hit a bumper or bouncer and get flipped out of the table area. Then the game does not work anymore.

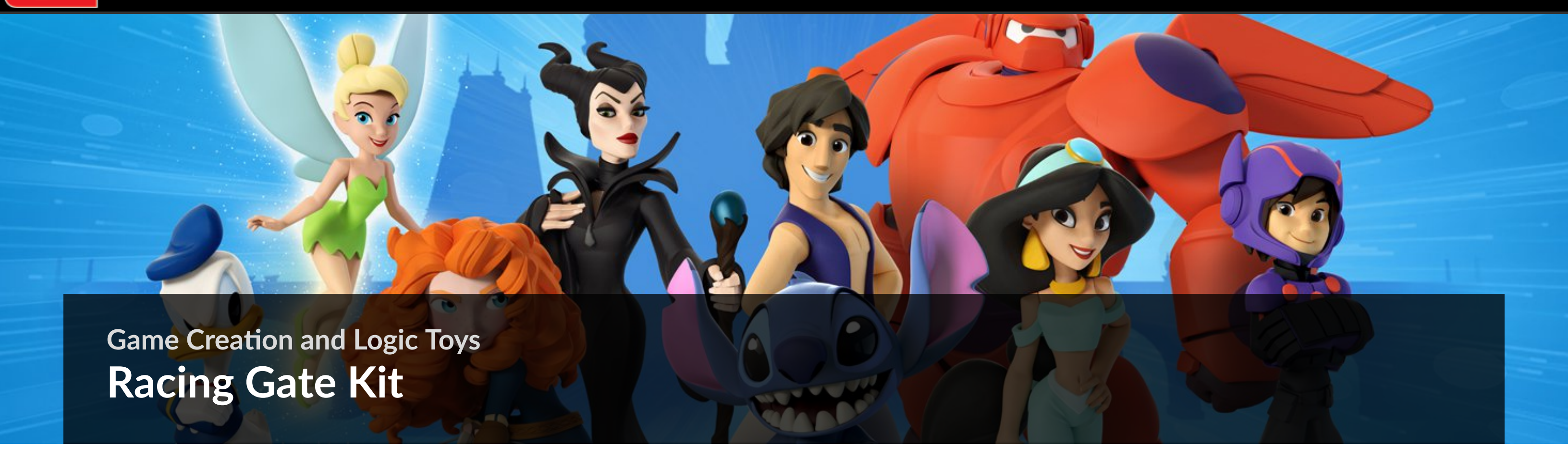


Collision Effect: On

The scalable barrier block is used to keep the balls in play for the pinball game.

Tip

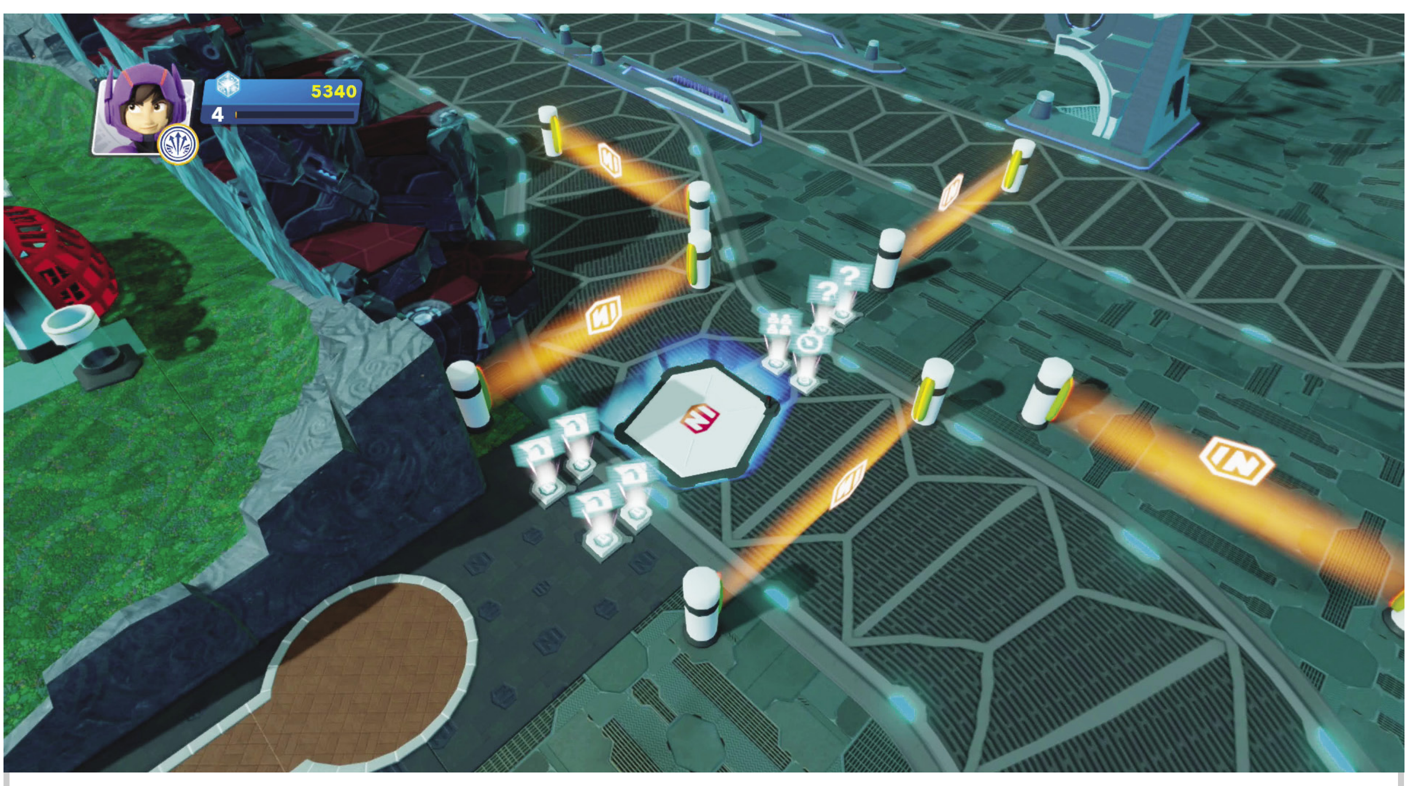
The scalable barrier block can be set in Properties to have a collision effect. If something hits it, the block gives off an animation like hitting a forcefield. However, for most games, you want it to be completely invisible. Therefore, for the pinball game, that collision effect is turned off.



Game Creation and Logic Toys

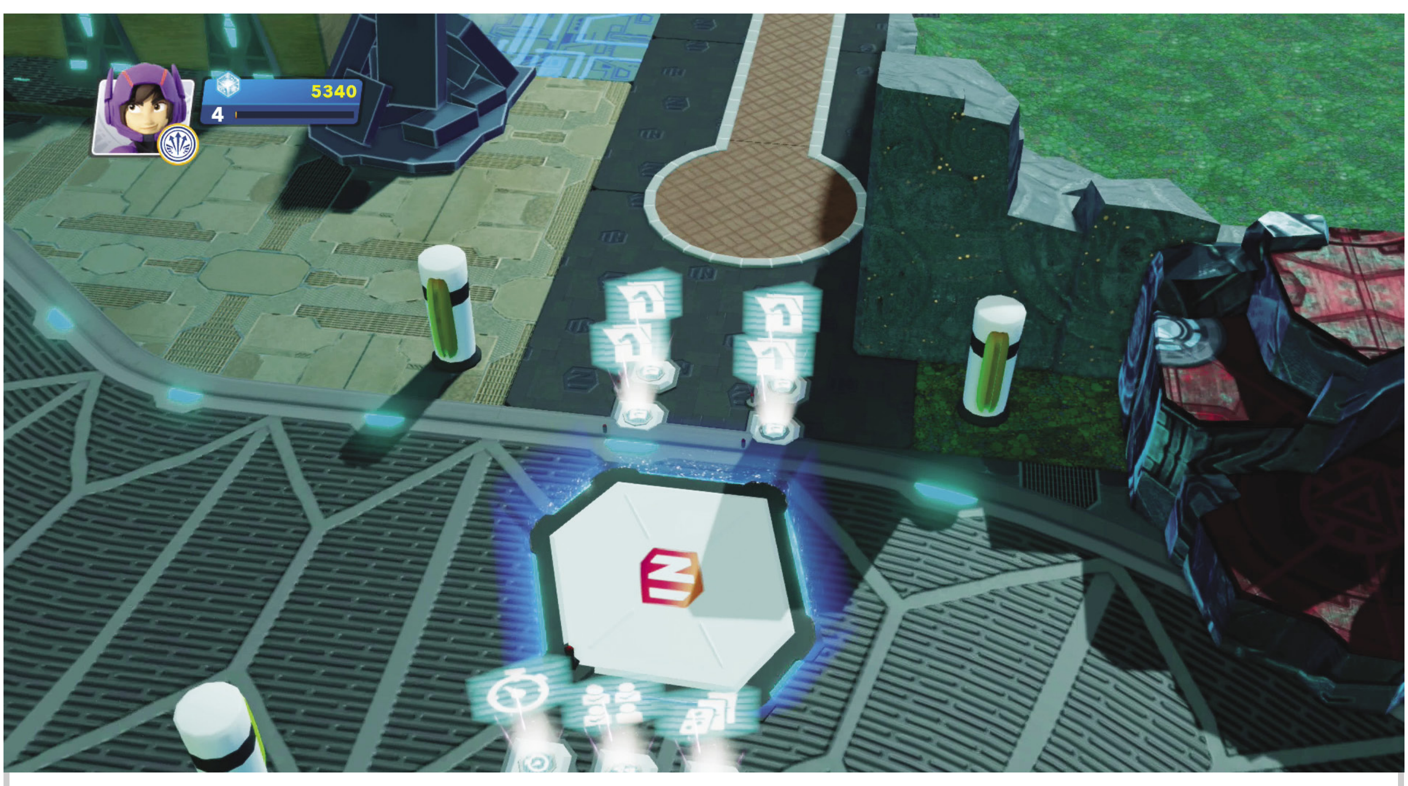
Racing Gate Kit

The last kit that Quorra shows you is the racing gate kit. When you ask her about it, not only does the kit appear in the Toy Box World, but also a large area where you can set up a race.



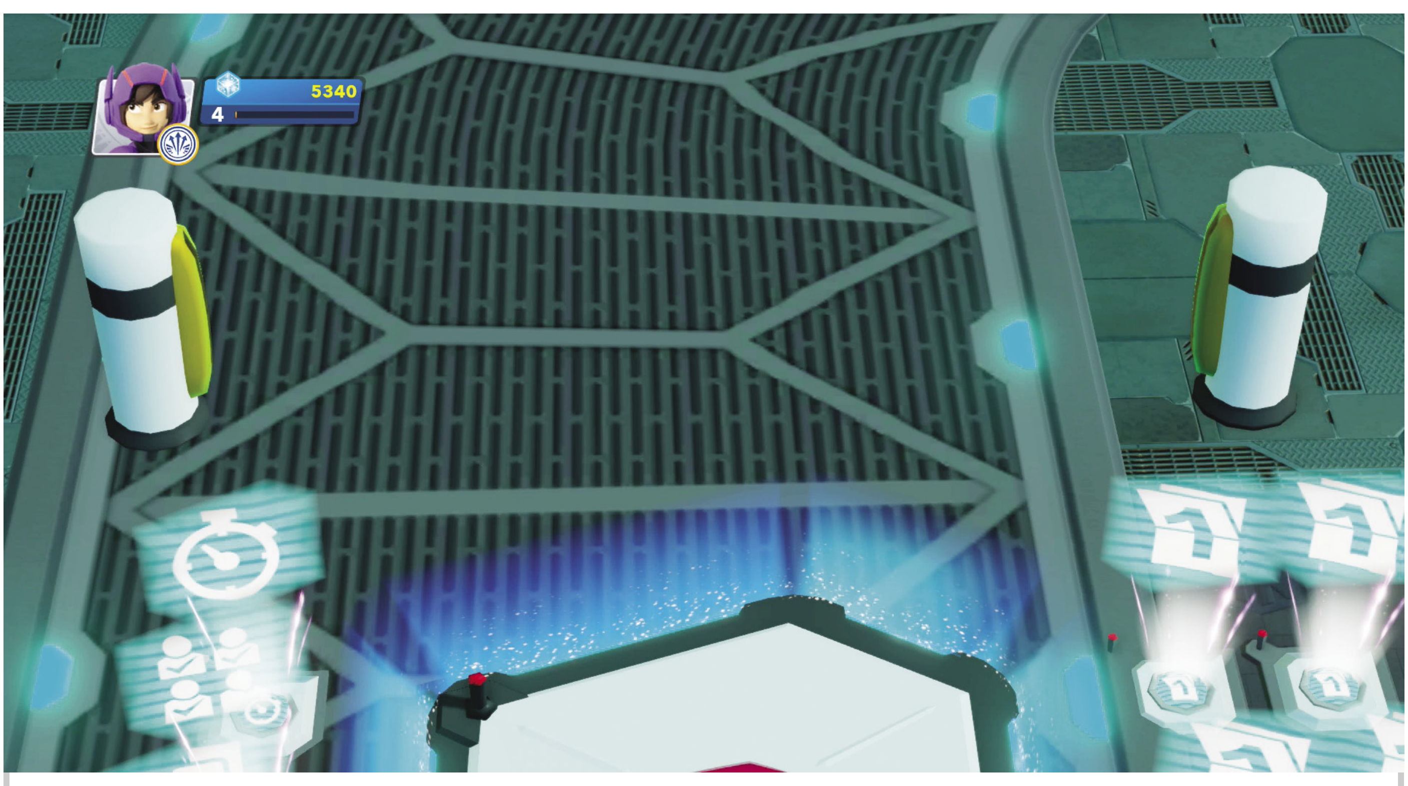
The racing gate kit lets you create a race game without the limitations of the race track creator or using race track pieces. In fact, you can make a race anywhere.

The challenge maker is the starting place for this game. When a player steps on it, this begins the game. The ready up checker toy waits for all the players in the Toy Box World to join the game before the race starts. Because up to four players can play this game, there are four counters—one for each player. These keep track of the number of laps the players complete. In this case, when a player has completed three laps and moves through the last racing gate, the counter sends a message to the challenge maker to record the player's time and finish the race for that player. It also sends a message to the ready up checker to hold the player at the end of the race until all of the other players finish.



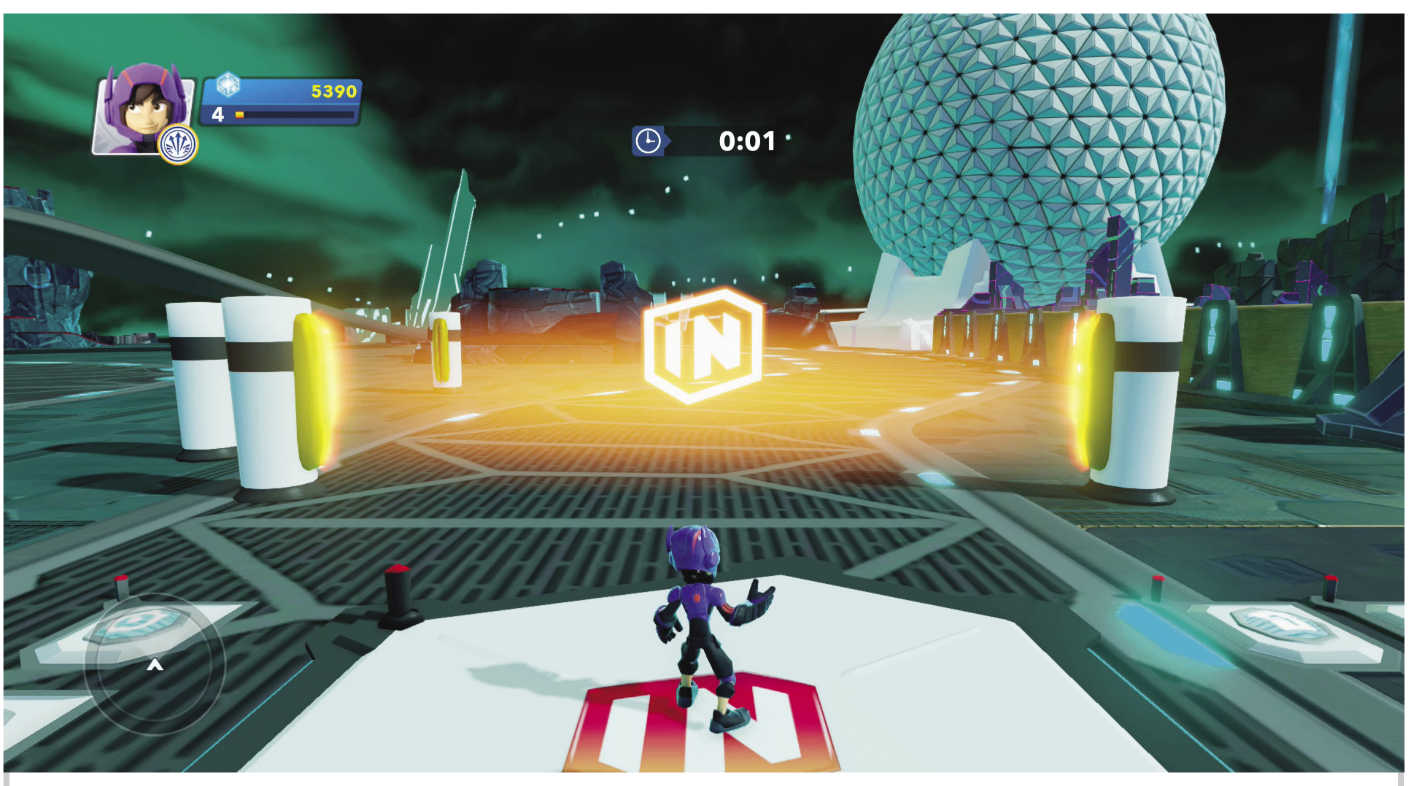
Because up to four players can participate in this game, the kit includes four counter toys to keep track of laps in the race.

When the race begins, the challenge maker deactivates all of the racing gates except for the first racing gate. The challenge maker also sends a message to the timer to start timing. As each player moves through the first racing gate, it deactivates—just for that player—and then sends a message to the next racing gate to activate—once again just for that player. This ensures that each player has to go through all of the racing gates in order so no one can cheat.



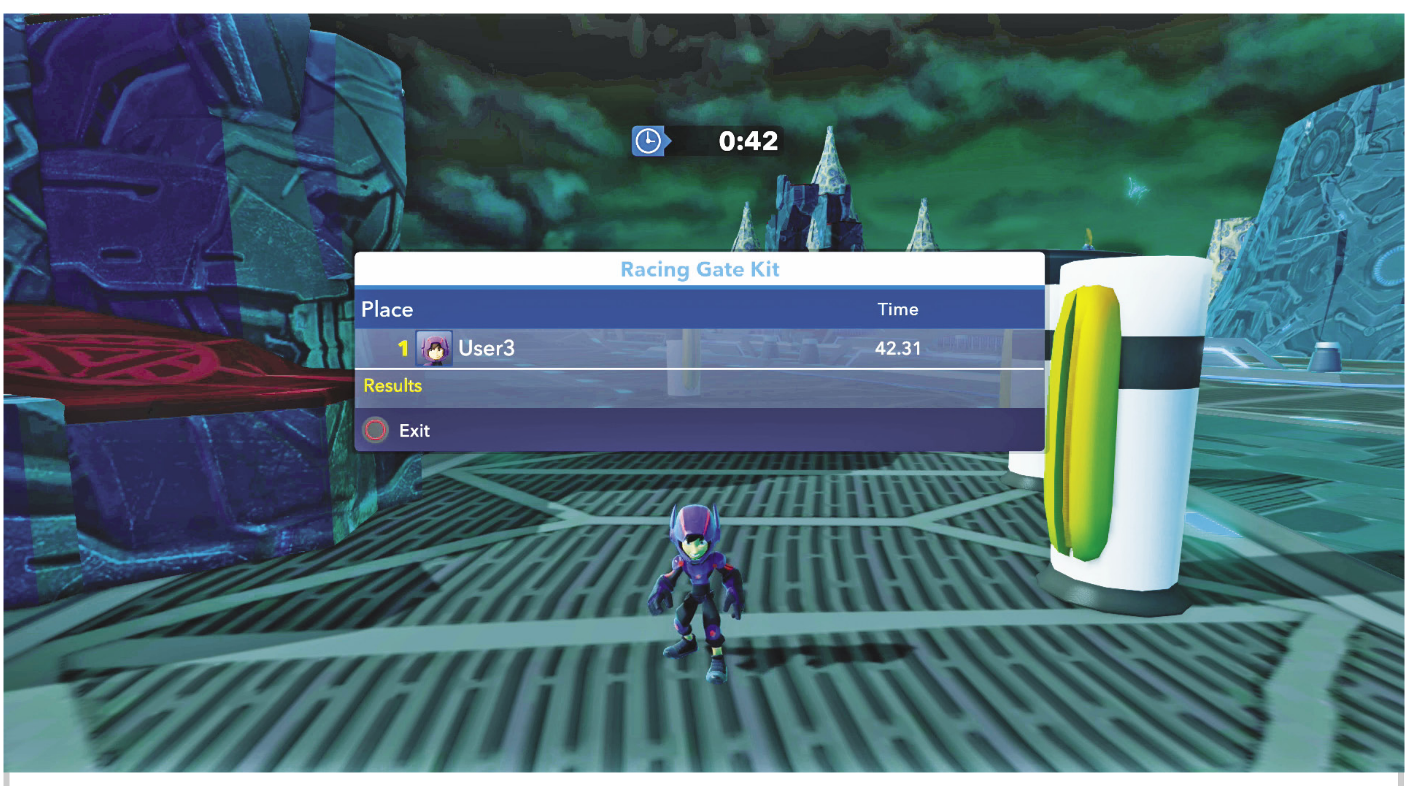
The racing gates are connected to each other so as one deactivates, the next activates. Each player has only one active racing gate at a time.

The counters keep track of the laps. Once all players have completed the race, and the counters have all sent a finished message to the challenge maker, this toy then ends the race and displays the results. It also sends messages to the other toys to reset so they are ready for the next game.



When the game begins, just the first racing gate is activated. After you run through it, the next racing gate activates and this one deactivates.

Try out this game with just your one character to see how it works. The racing gates are all positioned close by. When designing such a game, keep all the toys close by while you make connections. Test it out to make sure it works. Then you can move the racing gates around the course. Otherwise it is difficult to connect all the gates if they are scattered about the Toy Box World.



0:42

Racing Gate Kit

Place	Time
1 User3	42.31

Results

Exit

At the end of the race, the challenge maker displays your time.

Note

While Quorra shows you five kits, there are more than seventy additional kits available in the Toy Store. Some are unlocked when you purchase all of the toys included in the kit or when you complete some of Quorra's tasks. You can also purchase a kit which, in turn, unlocks all of the individual toys included with it. Some kits can be connected together to create a large game with several small games. Each kit can be customized and modified. For beginning Toy Box users, as well as those with experience, kits are a quick way to make a game and also learn how to connect toys together for different functions.

Stitchs Tropical Rescue

Stitchs Tropical Rescue

Disney Infinity: Toy Box 2.0 Edition includes two Toy Box Games. These are unlocked by placing the corresponding Toy Box Game disc onto the Disney Infinity base. Stitch's Tropical Rescue is one of these games. It is similar to a tower defense game where you must defend an object from the enemies. The best way to learn how to play this game is to play it. The introduction serves as a tutorial.

The game consists of the introduction and ten levels. You can play the game with any Disney character you choose; including those from *Disney Infinity 1.0*! If your character is defeated (health bar runs out) during a level, you can swap in another character. However, you can't swap your original character in for the remainder of the level. So have some extra characters ready to go since the enemies don't stop while you are swapping characters. Defeated characters can be used again if you restart the level or complete the level.

Agent Pleakley needs your help. After he gave a presentation about Earth's winged inhabitants, the Galactic Federation wants to study ducklings, which they believe might be dangerous. You must protect the ducklings from the robotic collection units.

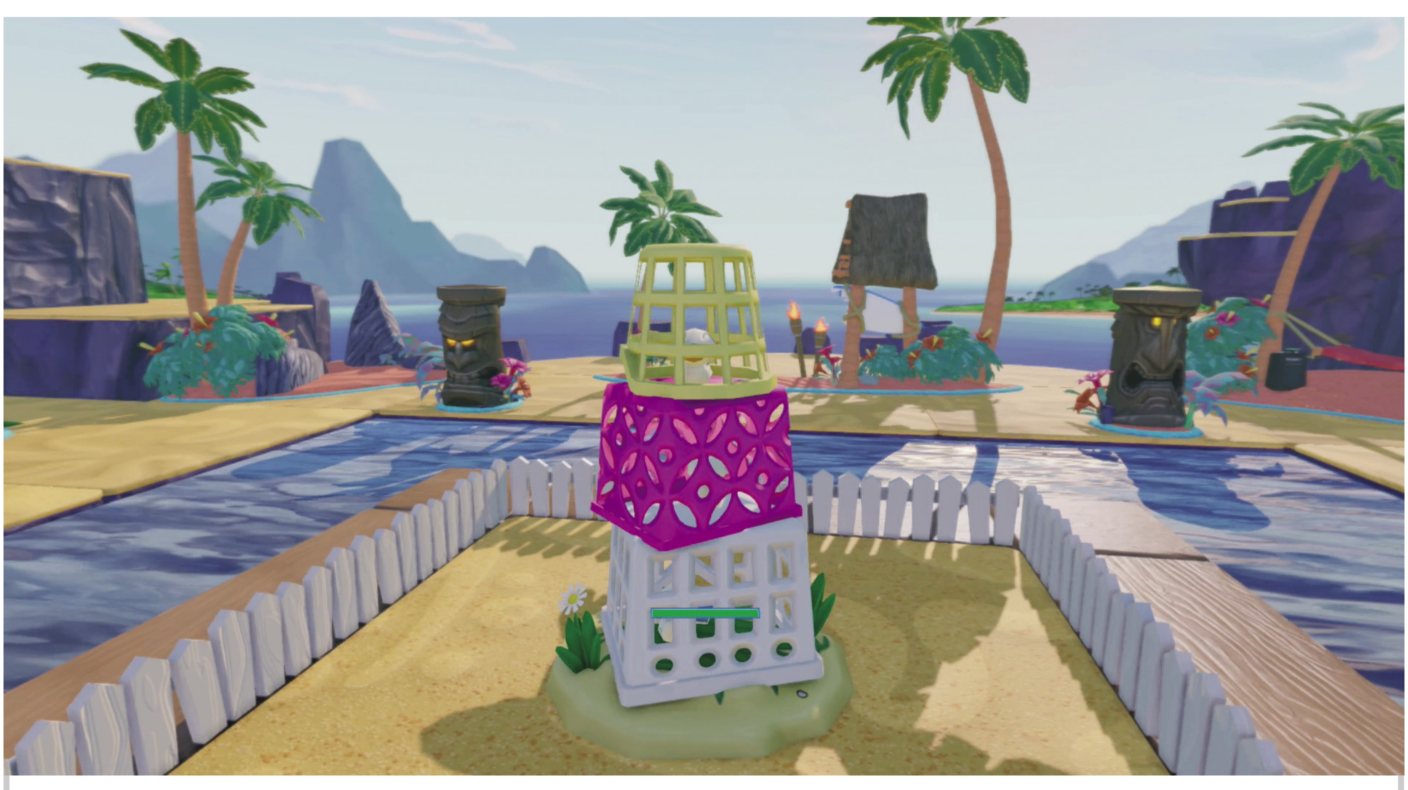
Tip

Depending on the enemies you face, you may want to use a couple characters during a level anyway. For example, you may want a fast character to deal with normal weaker enemies and then bring in a more powerful, but slower character to deal with the really big and tough enemies.

Stitchs Tropical Rescue

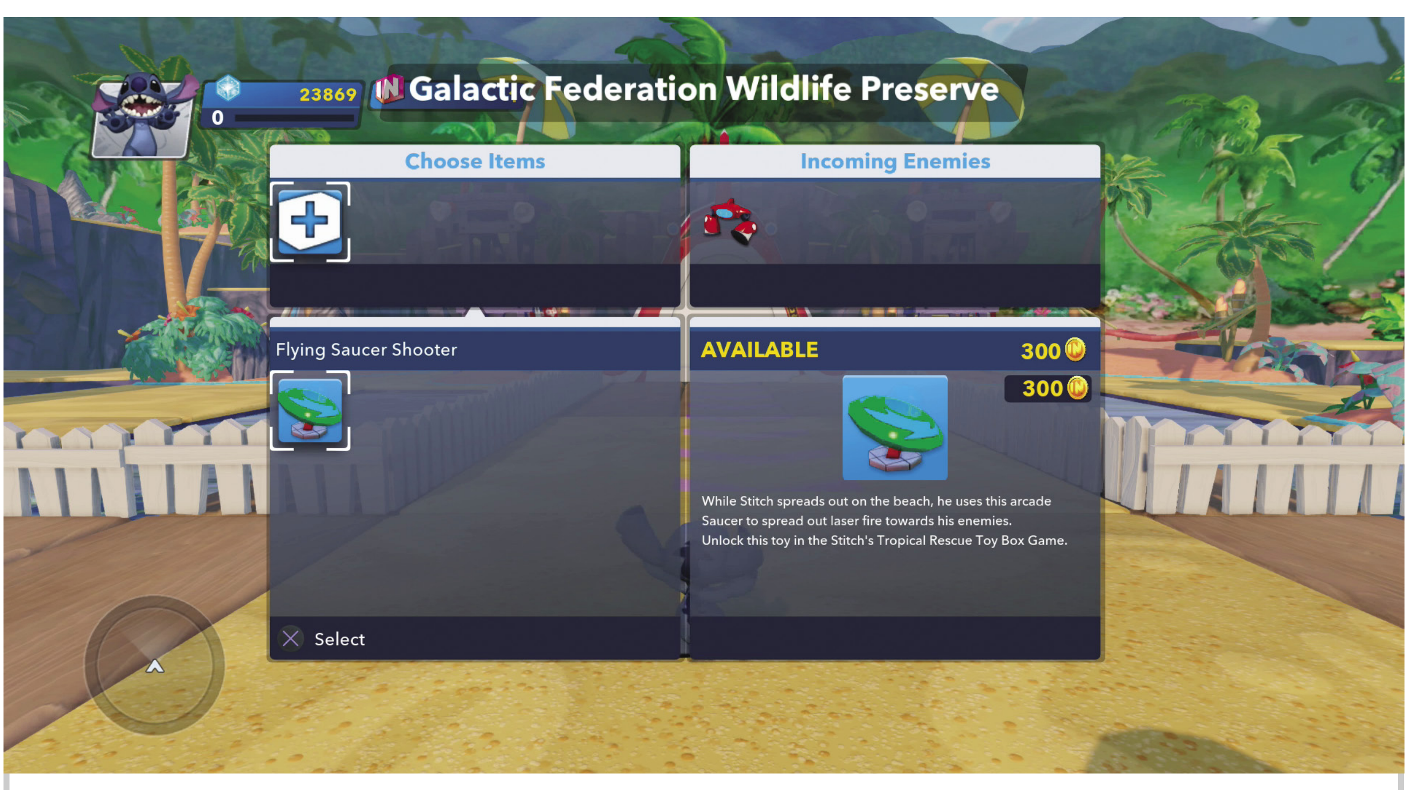
Galactic Federation Wildlife Preserve

When you first begin Stitch's Tropical Rescue, you are taken to the introductory level where you learn the basics. The object of the game is to protect the ducklings, which are in laundry baskets. There is only one in the introduction, but some later levels have as many as four that you must protect. Each level also has three townspeople. If you pick them up and then throw them into the townsperson door, you can earn more loot as you defeat enemies. For this introduction, there is only one townsperson.



You must protect the ducklings and prevent the enemies from collecting them.

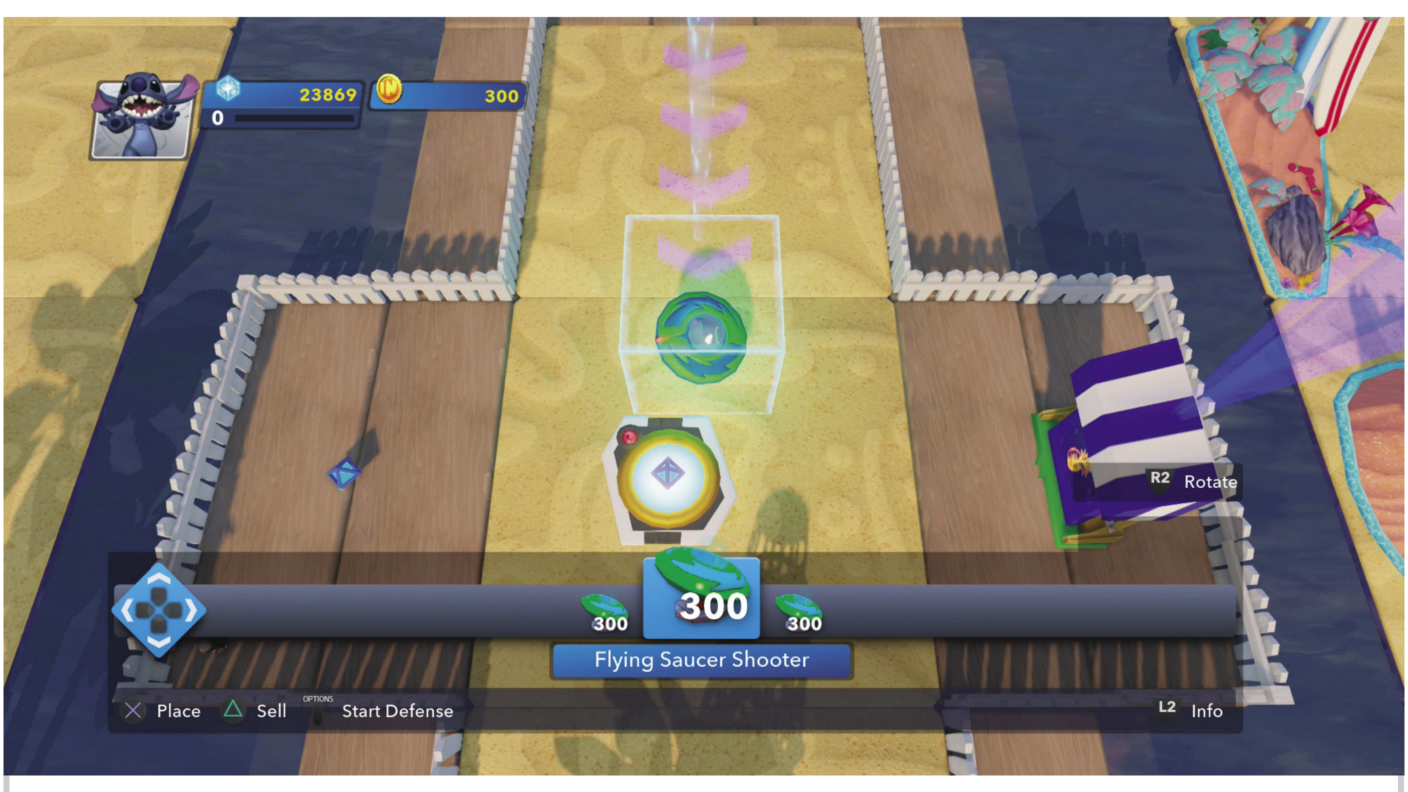
At the start of each level, you begin by picking the traps you will use. These are defensive toys that help you defeat the enemies. The menu that appears not only lists the traps available, but also the types of enemies you will be facing. For this level, you only have to worry about basic collection units. There is also only one trap available to begin with. As you advance through each level in turn, you unlock an additional trap so that by level 10, you have lots of traps from which to choose. For now, select the flying saucer shooter.



While Stitch spreads out on the beach, he uses this arcade Saucer to spread out laser fire towards his enemies. Unlock this toy in the Stitch's Tropical Rescue Toy Box Game.

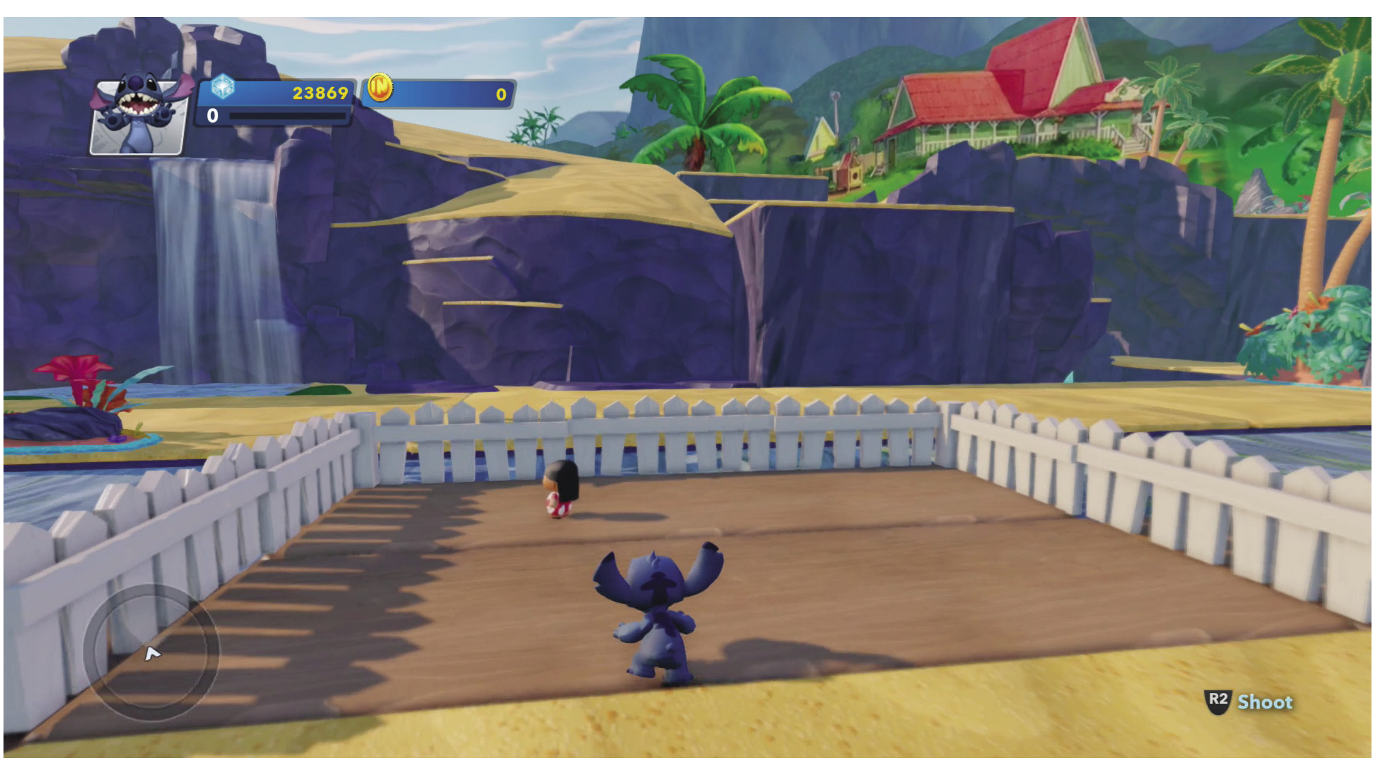
At the start of the level, you select which traps you will be using. Choose carefully since you are stuck with those traps for the entire level.

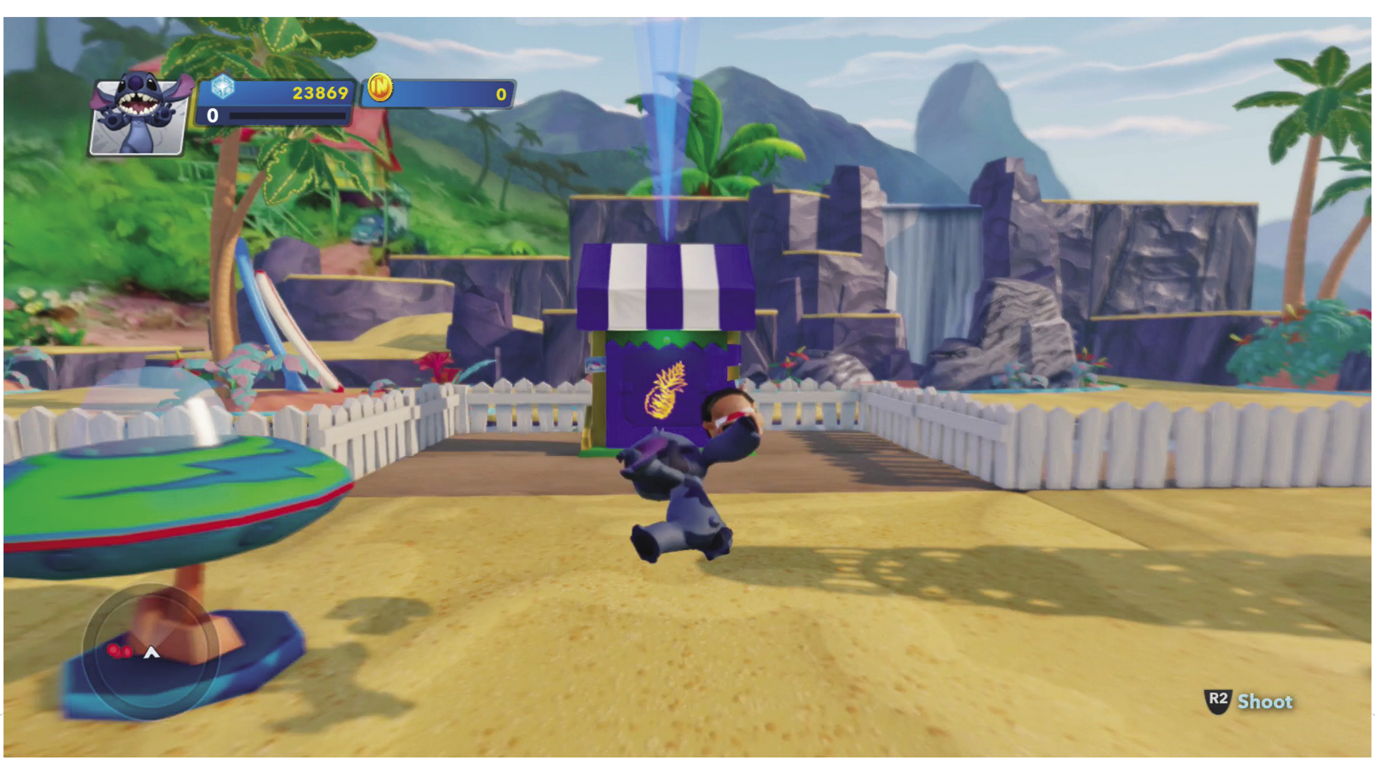
Once you select the traps you will be using, you then have the opportunity to place those traps. Each trap costs a certain amount of money. You begin the level with some initial money. Use that money to place traps. For the introduction, you have only enough money to place a single shooter. Put it somewhere between the ducklings and the enemy door from which the enemies appear. This level only has one wave. However, in all of the other ten levels, you must fight off six waves of enemies. As you defeat enemies, they drop coins. Be sure to collect those so you can spend the money in between each wave to place more traps.



Place the shooter in the path the enemies follow. Look for the purple arrows on the ground. They show likely pathways the enemies will take to get to the ducklings.

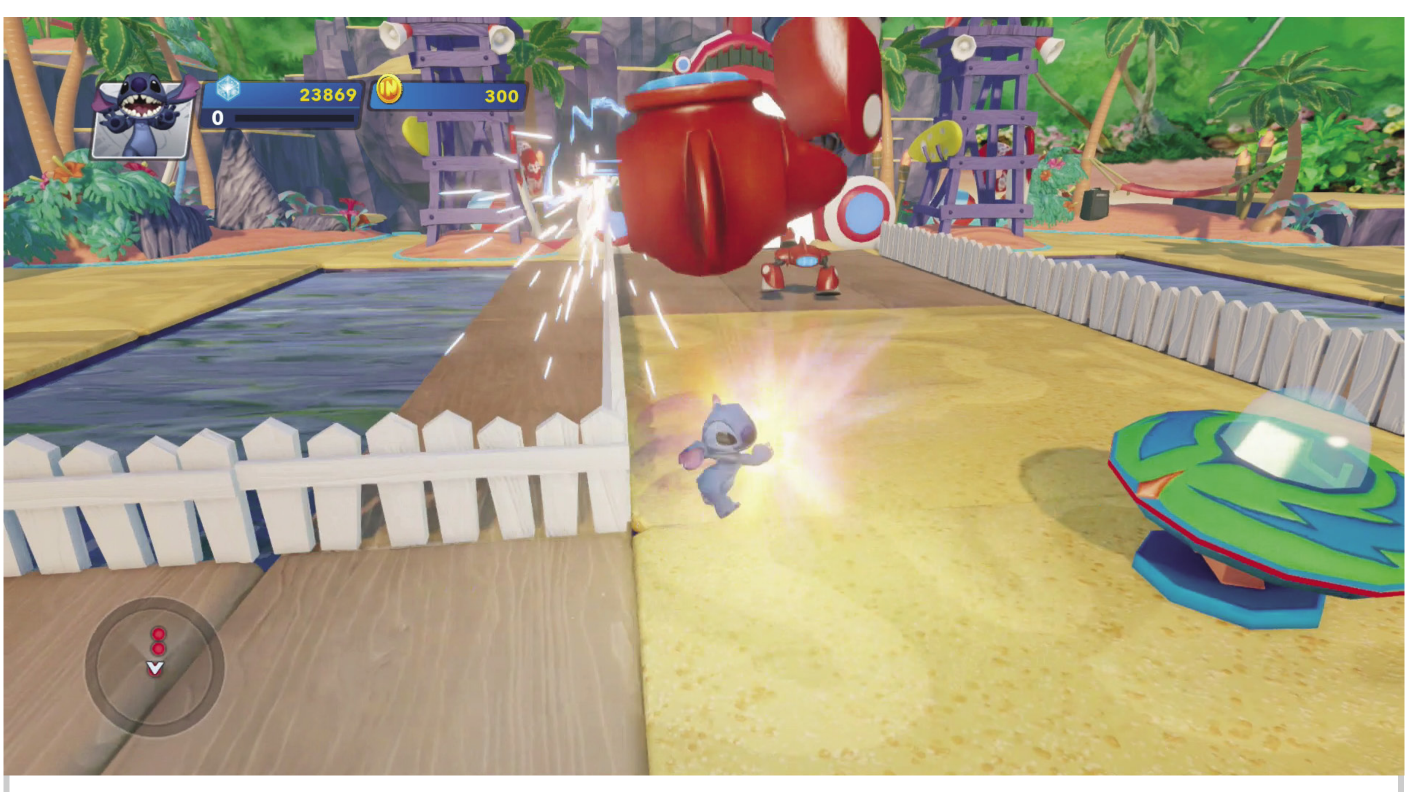
As the countdown to the enemy wave begins, move to the left side of the area and pick up the townsperson. Then take aim at the townsperson door on the right side and throw her into it. You score some extra gold as a reward. By now, the collectors are approaching.



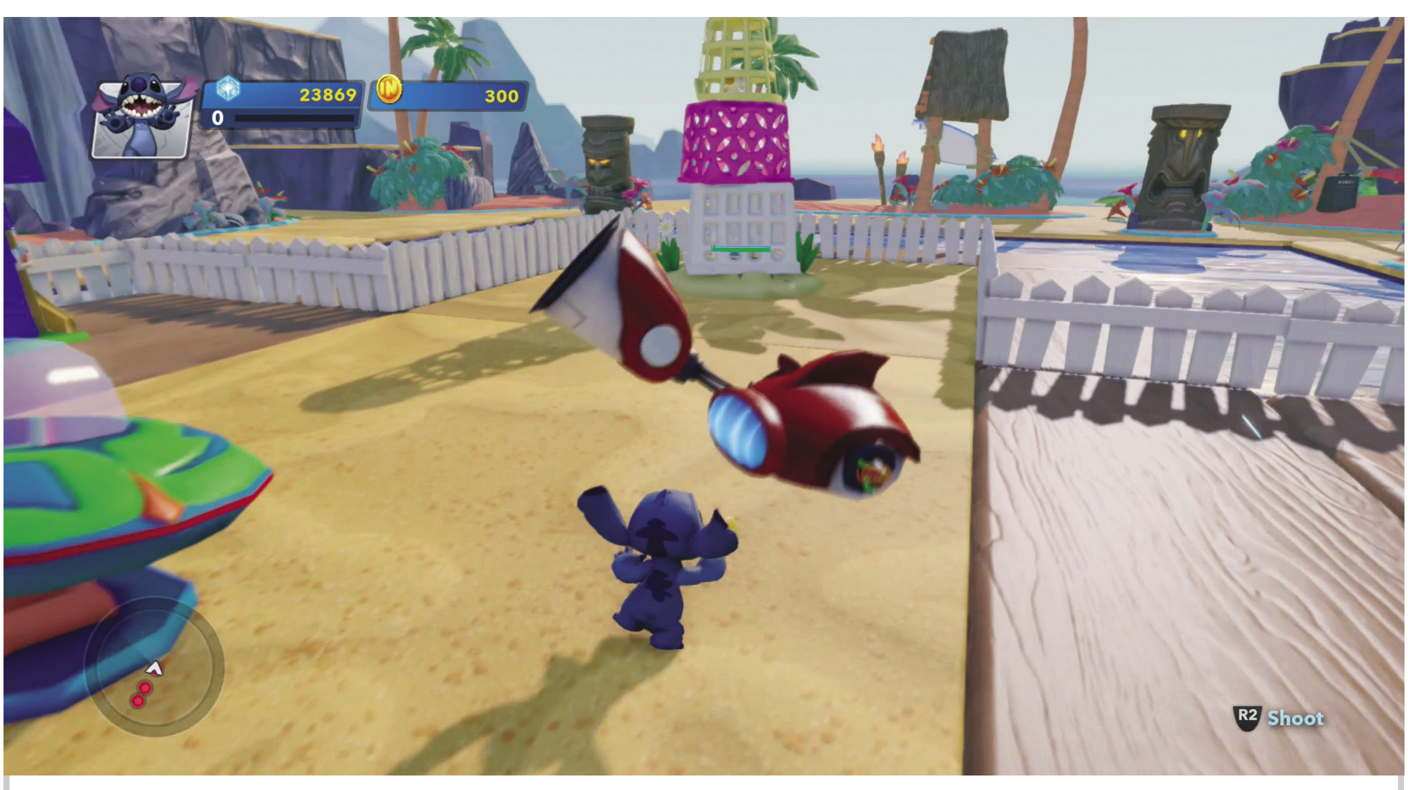


While waiting for enemies to appear, pick up the townsperson and throw her into the door to save her. You get some extra loot for your efforts.

There are only a few collectors in this level, so it is not too difficult. The shooter will open fire when they get into range. However, the shooter by itself is not enough to defeat them—though it will do some damage and made it easier for you to finish them off. Use your character's melee and ranged attacks to defeat the enemies. While some will stop to fight you if you are in their path, others will rush towards the stack of ducklings and begin attacking it. The ducklings have a health bar. If the bar is completely depleted, the ducklings' protection is destroyed and the level ends in defeat. To win, you must defeat all of the enemies without the ducklings being collected. So fight off these collectors to complete this level—and your training.



Engage the enemies before they get to the ducklings.



Keep an eye on the ducklings. It is easy to be distracted in a fight and have other enemies sneak past you to get to the ducklings.

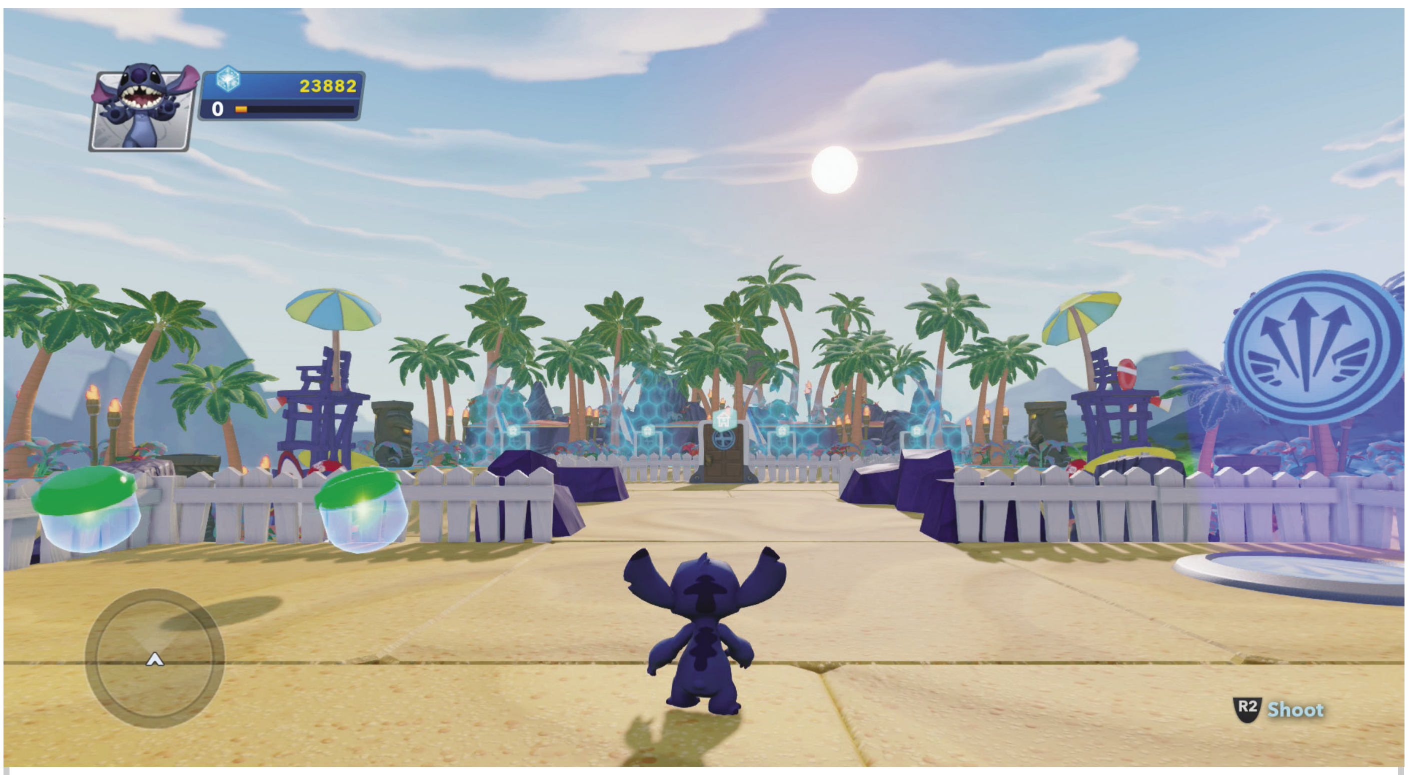
Tip

When playing with more than one player, divide up the responsibilities. Have one stay back to protect the ducklings while the rest attack the enemies before they can get to the ducklings.

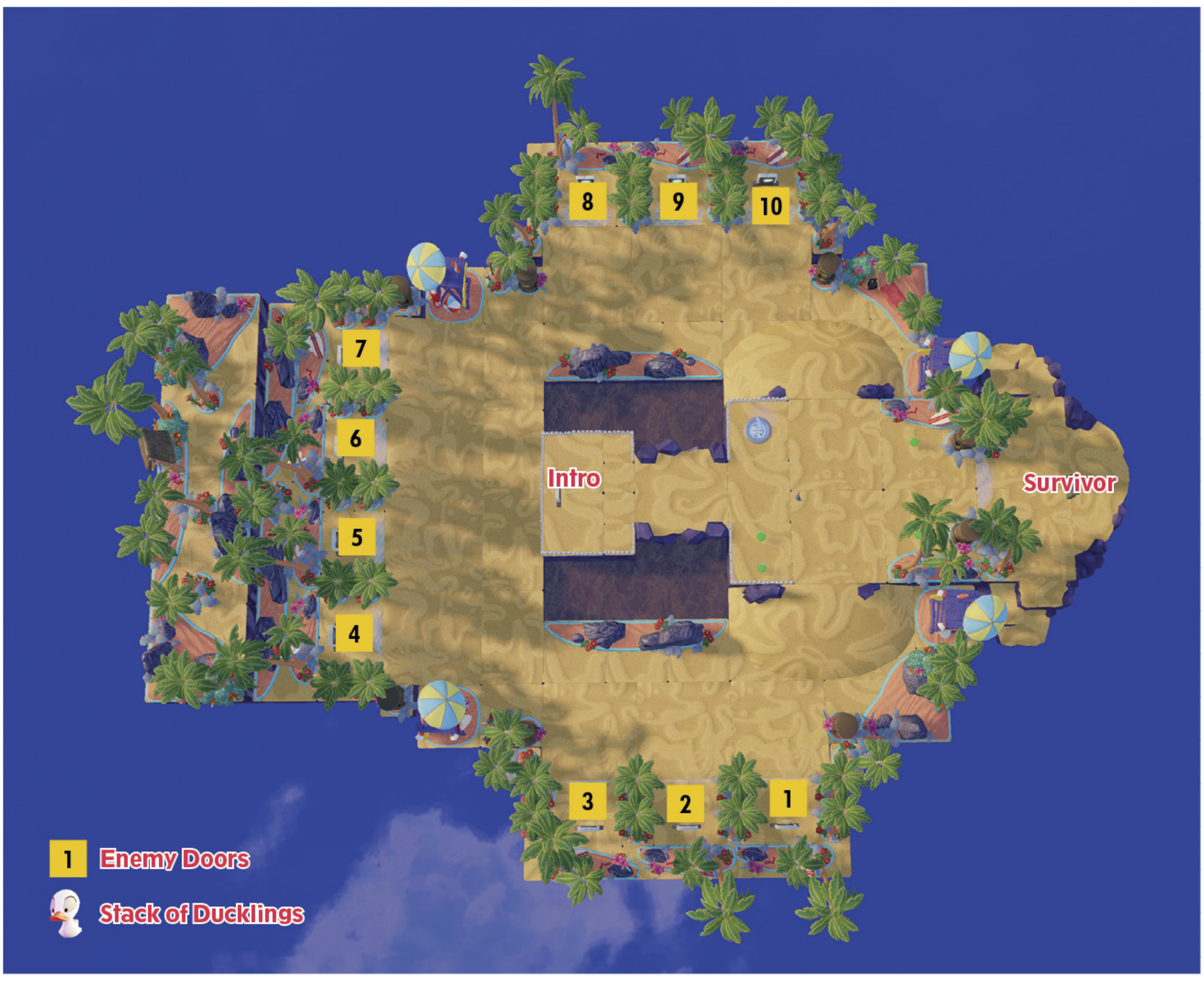
Stitchs Tropical Rescue

The Hub

After completing the introduction, Galactic Federation Wildlife Preserve, you are taken to the hub. There are ten levels in Stitch's Tropical Rescue. Since you finished the intro level, a barrier has been removed from the door leading to the first level, Ice Scream Social. In addition, the intro level is also available in the middle of the hub if you wan to play it again. There is a Skill Tree spot where you can purchase new skills as your characters level up. Finally, there is the Survival Mode, which unlocks after you complete the first level. Move your character to the open door on the left to get started on the first level.



The hub is where you come between levels.



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer

Enemies

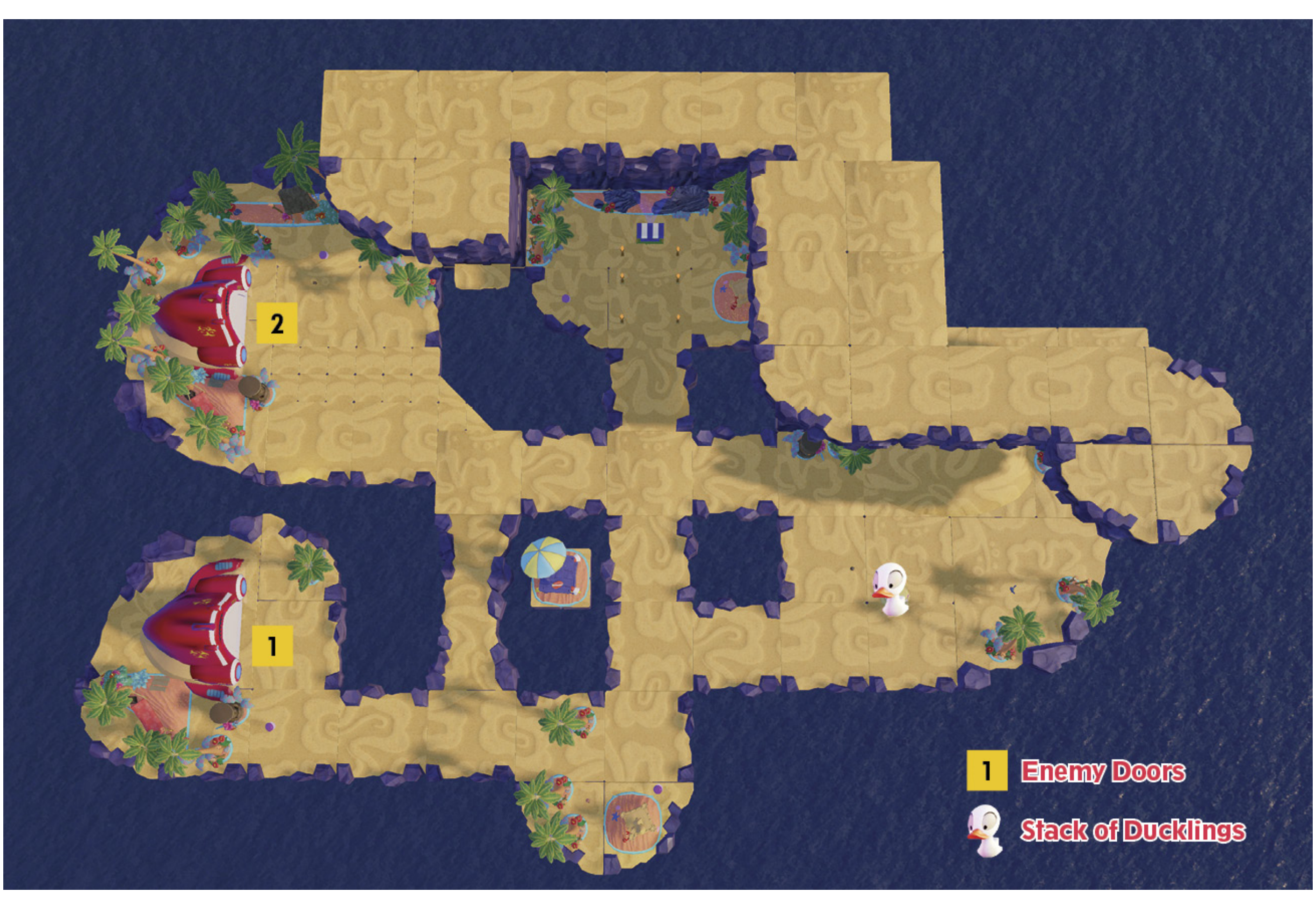
- Collection Unit LT-422
- Collection Unit LT-888

Note

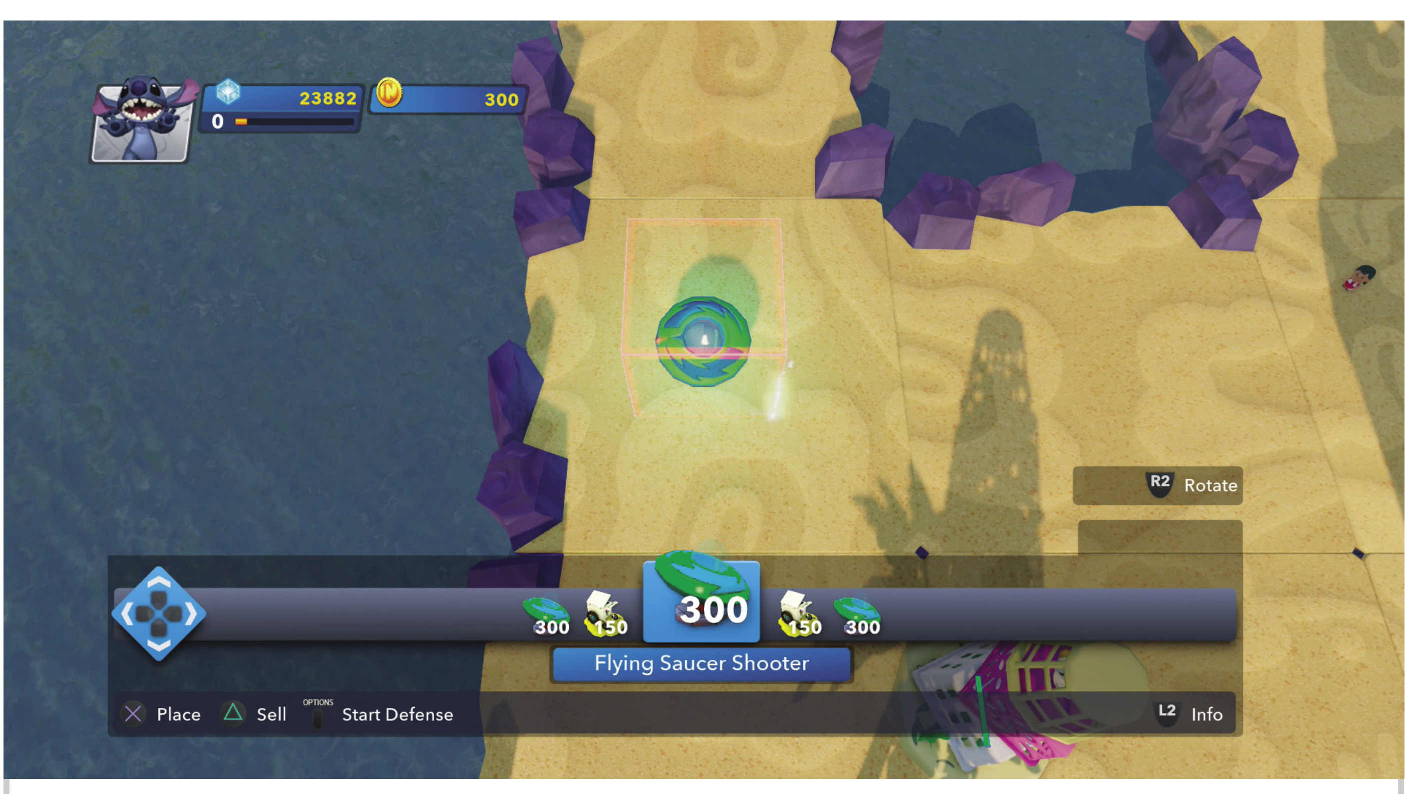
While you used the shooter in the intro level, you also get the brain freezer for this level. The brain freezer is triggered when an enemy gets close to it. It freezes all enemies on the ground within its blast radius. This not only slows down the waves, but also provides some easy targets that your character can attack without them fighting back. The shooter is not very powerful, but can fire in an arc and hit several enemies near each other at the same time. Traps all have a recharge time after they attack. The shooter fires several bursts, then has to recharge. The brain freezer recharges after a while and then can freeze again.

Stitchs Tropical Rescue

Ice Scream Social



When this level begins, you can pick two traps. Since you only have two from which to choose, select both. The shooter and the brain freezer can be used through all ten levels and work well together. After selecting the traps, you can place them. This first level requires you to defend a single stack of ducklings. Look for the purple arrows to see where the enemies will travel. There are two enemy doors from which enemies enter. However for the first wave, they will only come out of the enemy door on the left side. You have 600 points to spend on traps. This lets you either place a couple shooters or two brain freezers and a single shooter The latter is a better idea. While shooters cause damage, an enemy wave can quickly walk by them without taking a lot of damage. Therefore, place a brain freezer across the path in a narrow area and then place a shooter right behind it. Then, when the enemies are frozen by the brain freezer, the shooter can fire on them while they are immobile. Put another brain freezer in another narrow area—a choke point—to slow down more enemies that get past your shooter. Once you have your traps set, it is time to begin the first wave.



It is always a good idea to put a shooter near your ducklings since the collectors will always head towards this location and stop to attack it. Then put brain freezers along the two narrow passageways that are near the ducklings to slow down the collectors. You can always sell these traps back and reposition them after the first wave.

When the first wave begins, you have a bit of time. Quickly grab a townsperson and throw him into the door. You get enough money to buy an extra shooter when you get to place more traps after the first wave is defeated. After taking care of one of these little guys, check out the ducklings. The collectors have most likely been slowed down by the brain freezers and some may be destroyed by the shooter while frozen. However, the LT-422s can bypass the brain freezers and are not affected by them (although shooters can fire at flying enemies). You will need to use a ranged attack to hit these drones.

Tip

Since the early waves are the weakest, it is usually a good time to get those townspeople. Plus the money you earn can be used on traps before the next wave. The earlier you get the bonus money, the more you get to use those traps.

23882
0
0
R2 Throw
Drop

Saving townspeople is a great way to score some extra money for traps. Just don't neglect the enemies for too long.

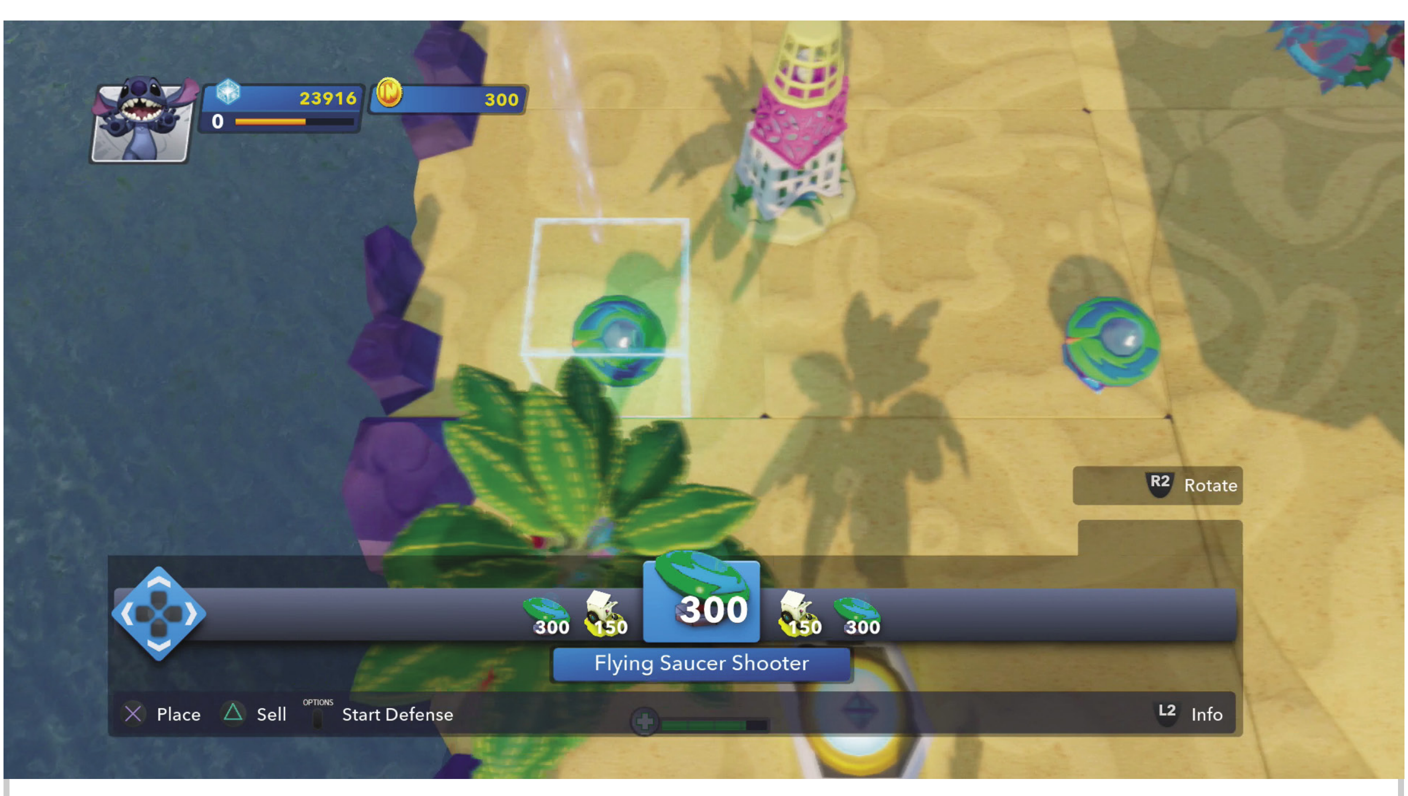
The LT-422s will get to the ducklings first since they are not affected by the brain freezers.

Try to stay near the ducklings since you know that is where all enemies will eventually end up. Plus you need to make sure the ducklings are protected. If your character has some area attacks (such as a special move) that can affect several enemies at once, wait until there is a large group of enemies and then release it. Remember that you have to collect purple Sparks to charge up special moves. There are some purple capsules in the level to help you do this. Once the first wave is defeated, you have a few seconds to gather up any remaining coins before preparing for the next wave.

23893
0
660
R2 Shoot

Defend near the ducklings. While you can engage away from the ducklings at the beginning, you don't want enemies to get to the stack of ducklings to attack it with no defenses around.

After each wave, you can spend the money you have collected by defeating enemies and throwing townspeople into the door on more traps. If your first traps were not in a good position, sell them back and then start over. This time the enemies will still come from the same enemy door. There are two paths that lead directly to the ducklings. By now you should have enough to purchase a couple shooters to place near the ducklings and brain freezers along the paths. The shooters near the ducklings can also fire on the flying LT-422s and help eliminate those threats. When you are ready, start the second wave.



Position more traps near the ducklings at the start. Then begin placing them along the pathways leading to the enemy doors.

Tip

As a general rule, it is best to position traps close to the ducklings during the early waves. You know that all enemies will be headed to that location and then when they get there, they stop to attack, giving the shooters targets that won't move away. As you earn more money, begin expanding your traps out from the ducklings along paths that most of the enemies will follow. That will help slow down the waves and whittle down their numbers. The second wave follows the same path at the first. Keep them away from the ducklings and be sure to collect as many coins as you can so you can buy more traps.

A group of frozen enemies makes for an easy target. Jump up in the middle of them, and then press the attack button to come down with a ground slam to damage all of them.

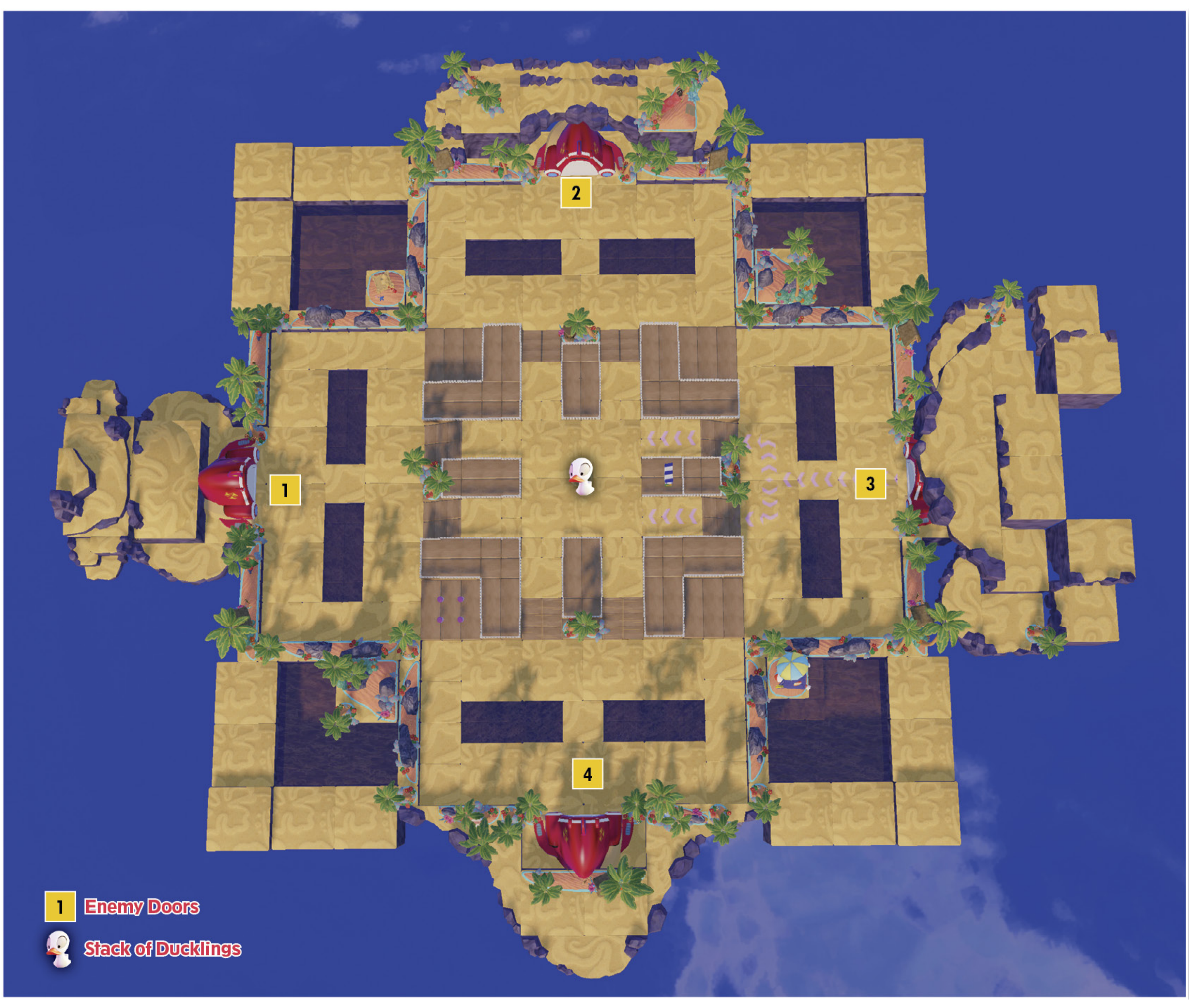
The third wave comes from both enemy doors. Keep your traps in the narrow parts of the path where you know enemies have to travel. There are a total of six waves. Each subsequent wave is a bit more difficult. However, if you have been diligent about collecting coins, by the final wave, you should have traps all over the pathways to the ducklings. Stay near the ducklings because there are so many collectors in the later waves that many will still get through your traps. That is why it is good to have several shooters surrounding your ducklings.

24077
2
300
R2 Shoot

Be sure to collect coins after defeating enemies. You can spend them on new traps in between each wave.

Stitchs Tropical Rescue

Bots of Trouble



Traps Available

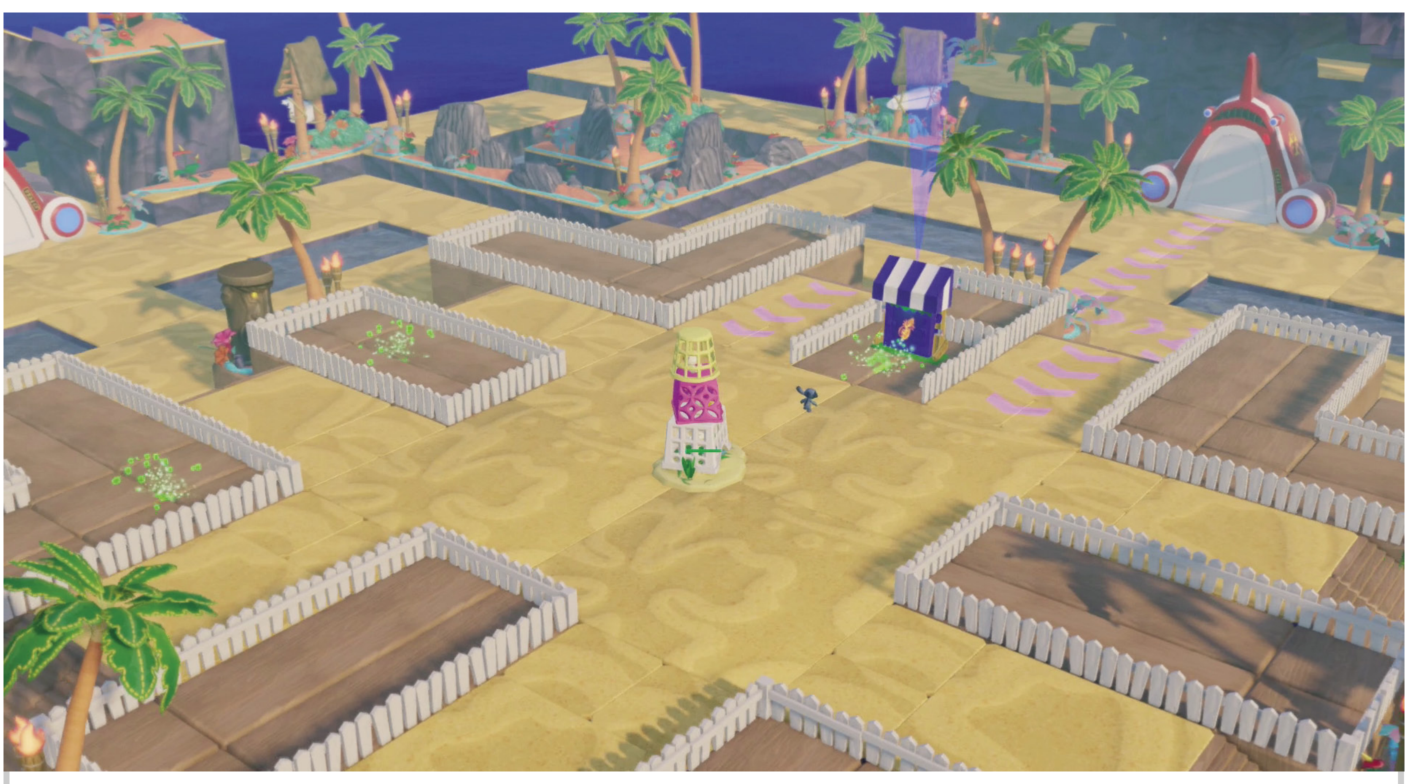
- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier

Enemies

- Collection Unit LT-888
- Collection Unit MD-2190

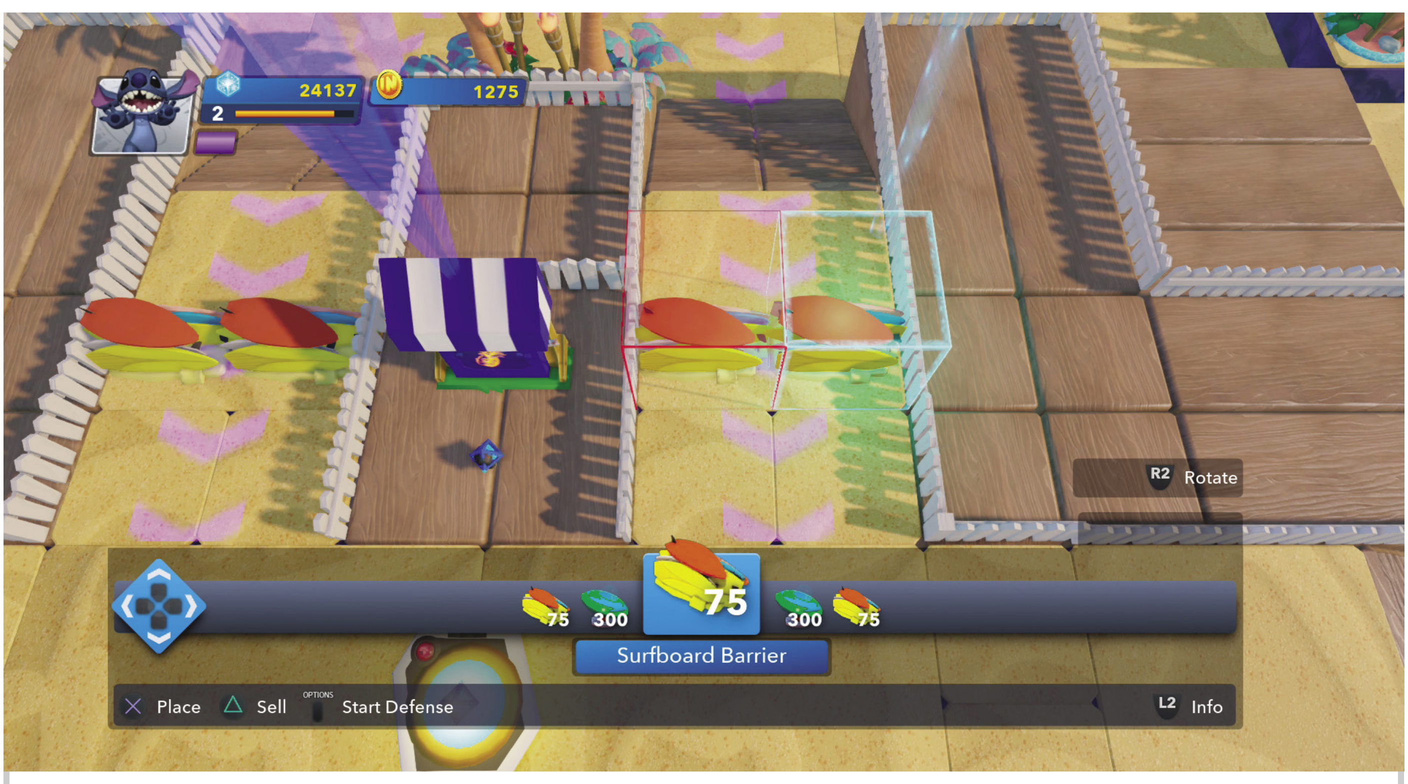
Note

The barrier is the new trap for this level. It is the least expensive trap and is basically a low wall that you can use to block passageways. However, it is destructible and enemies will break them down and then advance. They are best used to slow down enemies along one path so you can deal with those on another path first.



This level has only one stack of ducklings—but it is surrounded by enemy doors.

This level is tougher than the previous level. You must defend one stack of ducklings located in the middle of the area. However, there are four enemy doors that surround you. Luckily, for the first wave, the collectors only come from one enemy door. Try using some barriers to see how they work. Then back them up with shooters.



The surfboard barrier is unlocked for this level. Use it to slow down enemies.

The second wave has attacks from two doors—on opposite sides of the area. Position your defenses accordingly. Wave 3 also has attacks from two opposite sides. However, this time it is the other two enemy doors. You may want to sell back all your traps and then put down new ones to cover those two directions. Start bringing your shooters in close to the ducklings so those collectors that do get through will come under fire while they are attacking the ducklings.

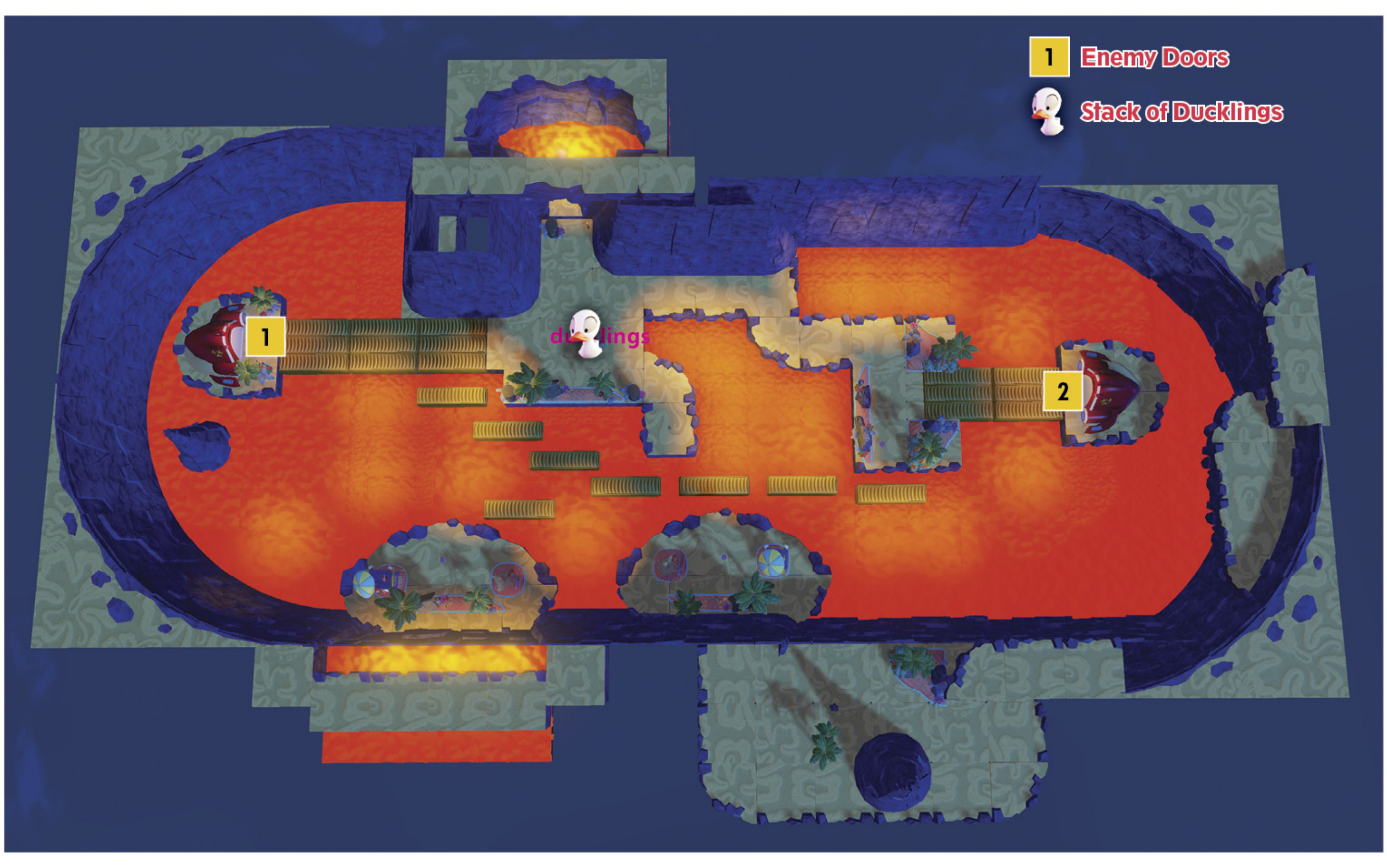
24196
3
375
R2 Shoot

Since you are attacked from all directions, stay near the ducklings to deal with enemies that get through your traps.

In wave 4, you get attacked from all four directions. Stay near the center for this one. If you try to engage enemies from one direction, others get to the ducklings behind you. Surround the ducklings with shooters to help you defeat the collectors that try to destroy the ducklings. By staying in one spot, you can more quickly gather the coins from the defeated enemies. Wave 5 is a bit tougher. Larger collectors (MD-2190s) attack towards the end. Try to clear out all of the LT-888s before the larger enemies arrive. The final wave hits you with lots of small collectors. Then eight MD-2190s attack all at once—two from each direction. Your shooters will help weaken them, so move in and finish them off to complete this level.

Stitchs Tropical Rescue

Quack to the Beach



Traps Available

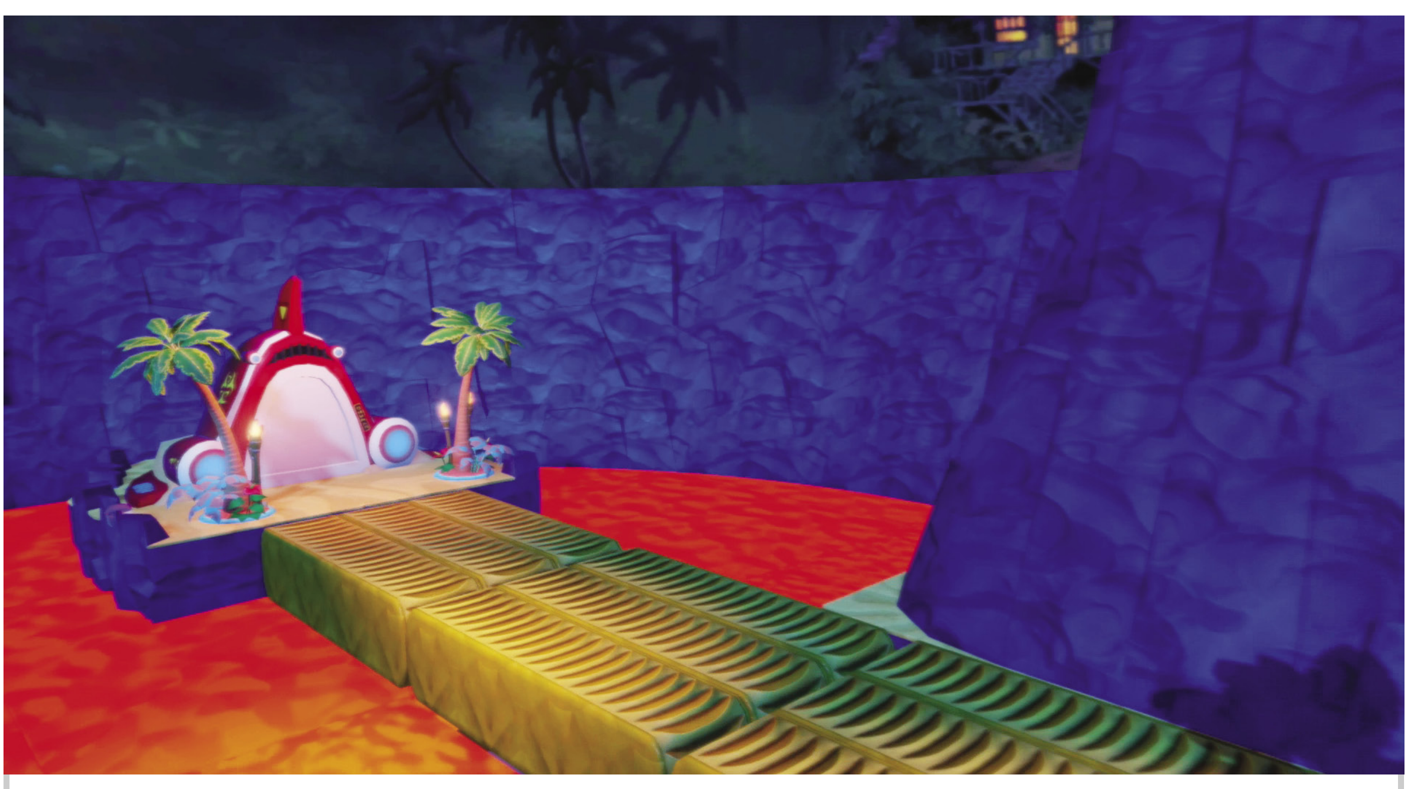
- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella

Enemies

- Collection Unit LT-888
- Collection Unit MD-2190
- Collection Unit LT-422
- Collection Unit BG-4021

Note

The springing umbrella is less expensive than a shooter. When an enemy steps on it, it launches them in one direction. When placing this trap, you can see the flight path of the enemy when it springs. Rotate the trap so you can send the enemy in the direction you want—preferably into one of the pools of lava where they will be destroyed.

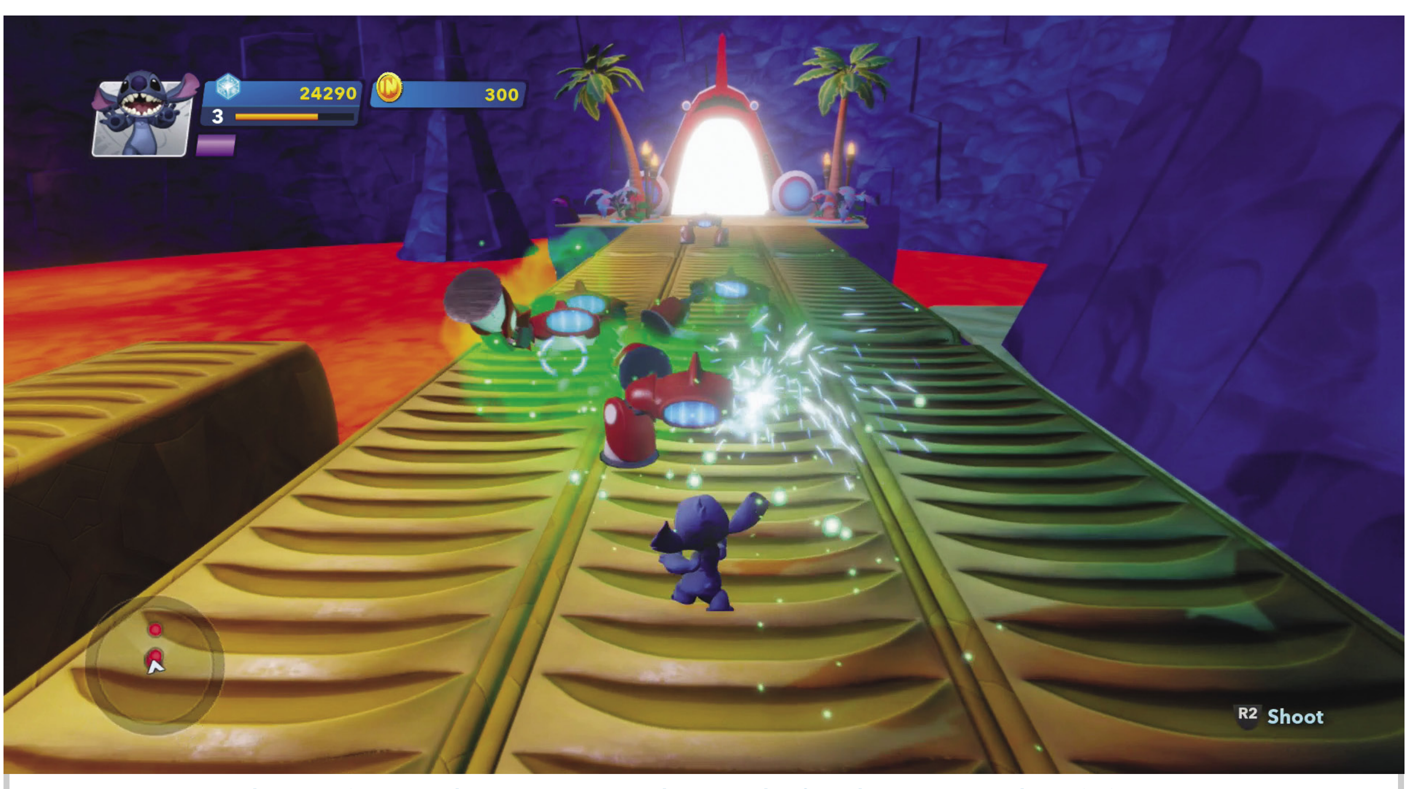


The conveyor belts near the enemy doors help the enemies move much faster towards the ducklings.

This level has a single stack of ducklings in the middle of the area. There are only two enemy doors on opposite sides of the ducklings. One is closer to the ducklings than the other. There are conveyor belts in front of each enemy door. This prevents you from placing traps along those paths and helps the enemies move faster as they advance. For the first wave, the enemies come from both enemy doors. For the one closest to the ducklings, you don’t have a lot of depth for traps due to the conveyor belts. Place a brain freezer near the conveyor belt and back it up with a shooter. Then place another brain freezer and shooter along the narrow pathway from the other enemy door, close to the ducklings. Focus on defeating the enemies from the closest enemy door first, then turn your attention to the enemies from the other enemy door, since they take longer to get to the ducklings.

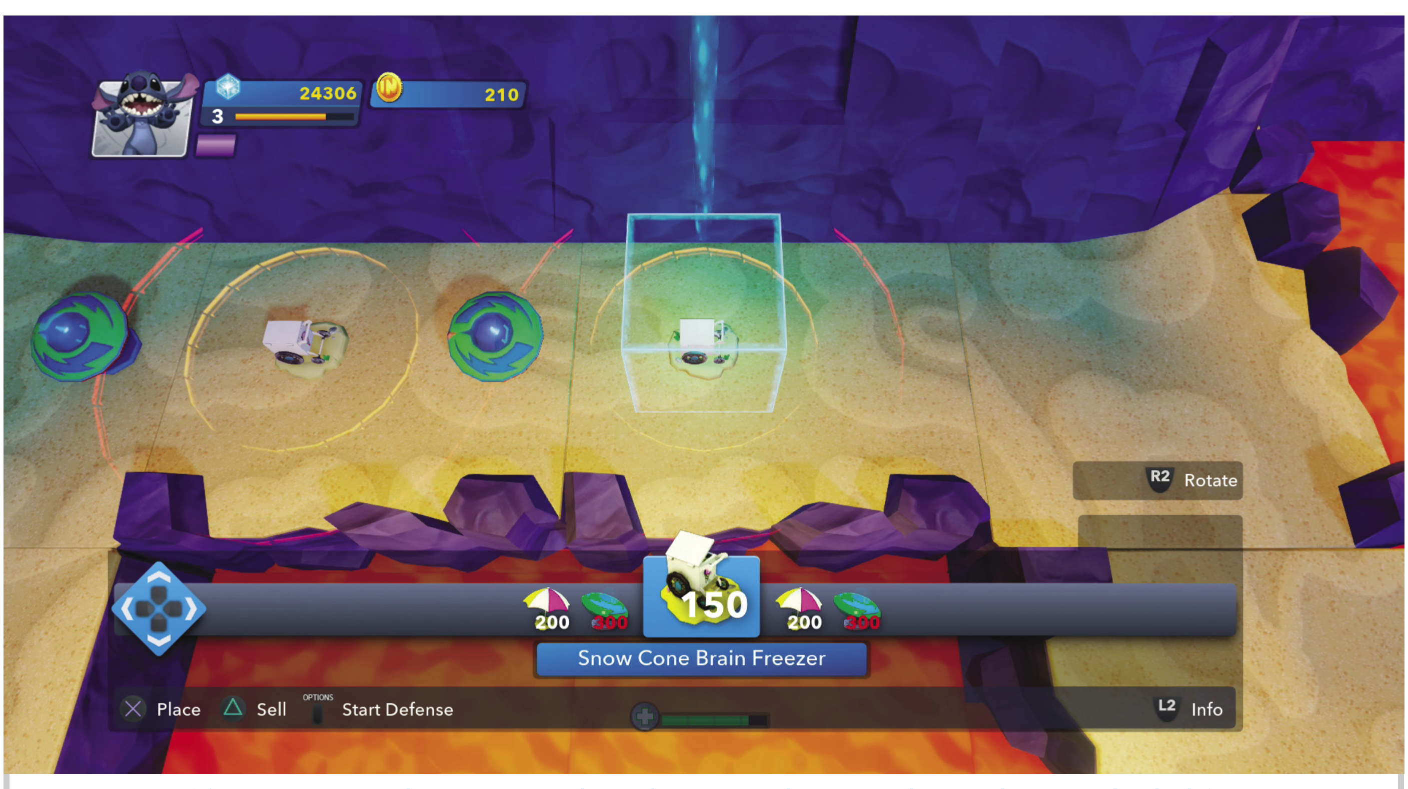
Tip

Grab the townsperson close to the ducklings and throw him through the doorway to safety. However, the other two are tough to get to. You have to jump over lava and across moving conveyor belts to get to them and then back across to get to the doorway. If your character falls into the lava, he or she is out for the rest of this level. Plus it can take some time to get this—time that the ducklings can come under attack. So you may consider just leaving those two townspeople alone for this level.



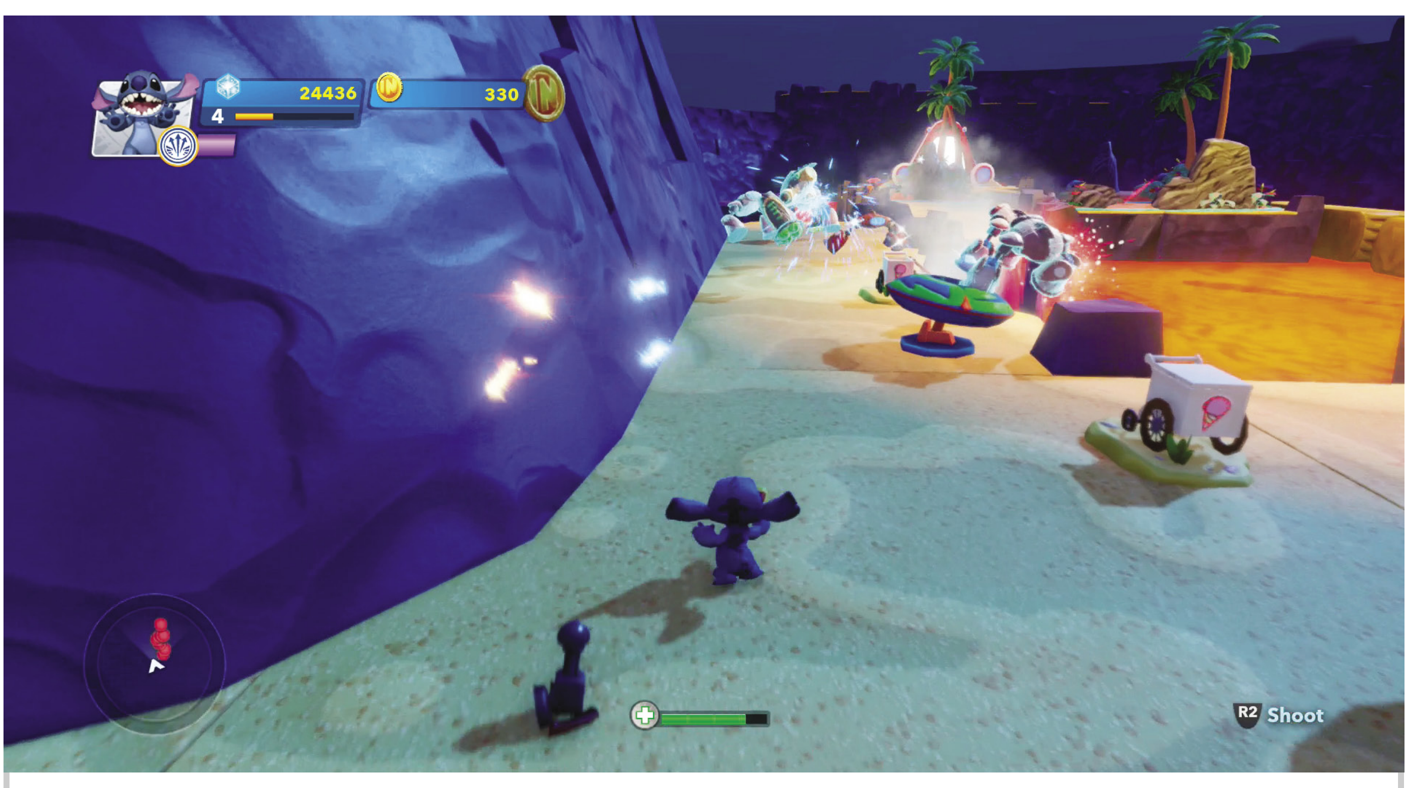
The enemies from the closest enemy door are the first threat you need to eliminate.

After the first wave, spend your money on more traps. However, begin concentrating them along the narrow pathway between the ducklings and the far enemy door. You then focus on fighting off the enemies from the closest enemy door with a few defenses near the ducklings. By the time you have finished them off, you can turn your attention on the attacks from the other enemy door, which have been delayed and weakened by your traps.



Position most of your defenses along the pathway from the enemy door farther from the ducklings.

Waves 2 and 3 add some larger collectors as part of the attack. Again, focus on the attacks from the close enemy door and then deal with the other attacks. As you add more traps to that side, you will find that there are fewer enemies getting through and that they are taking longer to get to the ducklings.

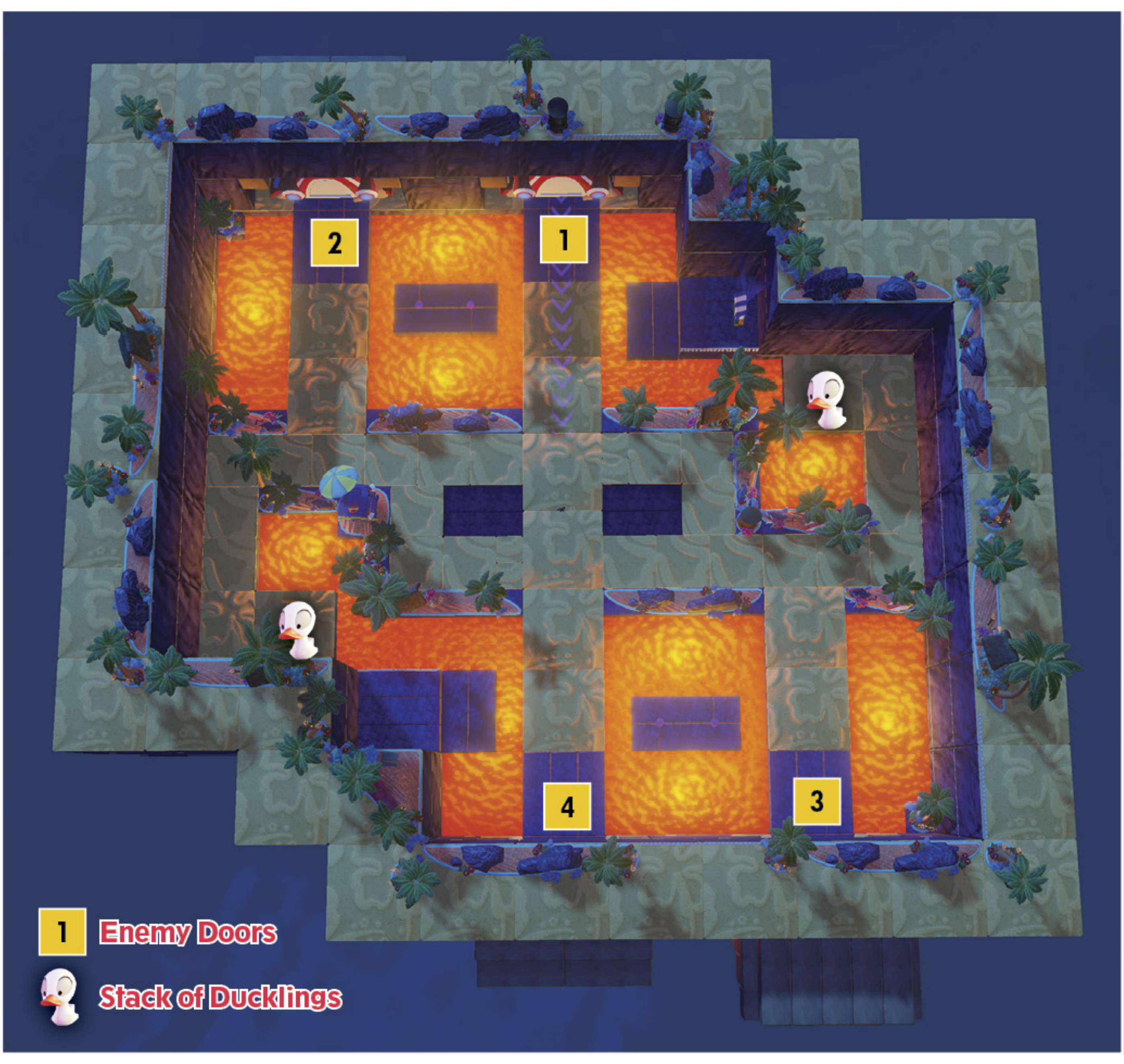


Brain freezers can stop an entire group of enemies. This is a great chance to move in and finish them off before they thaw and renew their attacks.

The LT-422s begin attacking the last few waves. Plus you have more medium collectors and lots of small collectors. Use the same strategies as before and you will be fine. Load up on shooters around the ducklings if you have already saturated the pathway with traps. In the final wave, the enemy sends lots of medium collectors to try to occupy you while smaller collectors rush in behind and try to get past you. Defend near the ducklings to prevent the enemy from attacking it. Defeat all the enemies and victory is yours.

Stitchs Tropical Rescue

Federation Fowl Up



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella
- Volleyball Net Shield

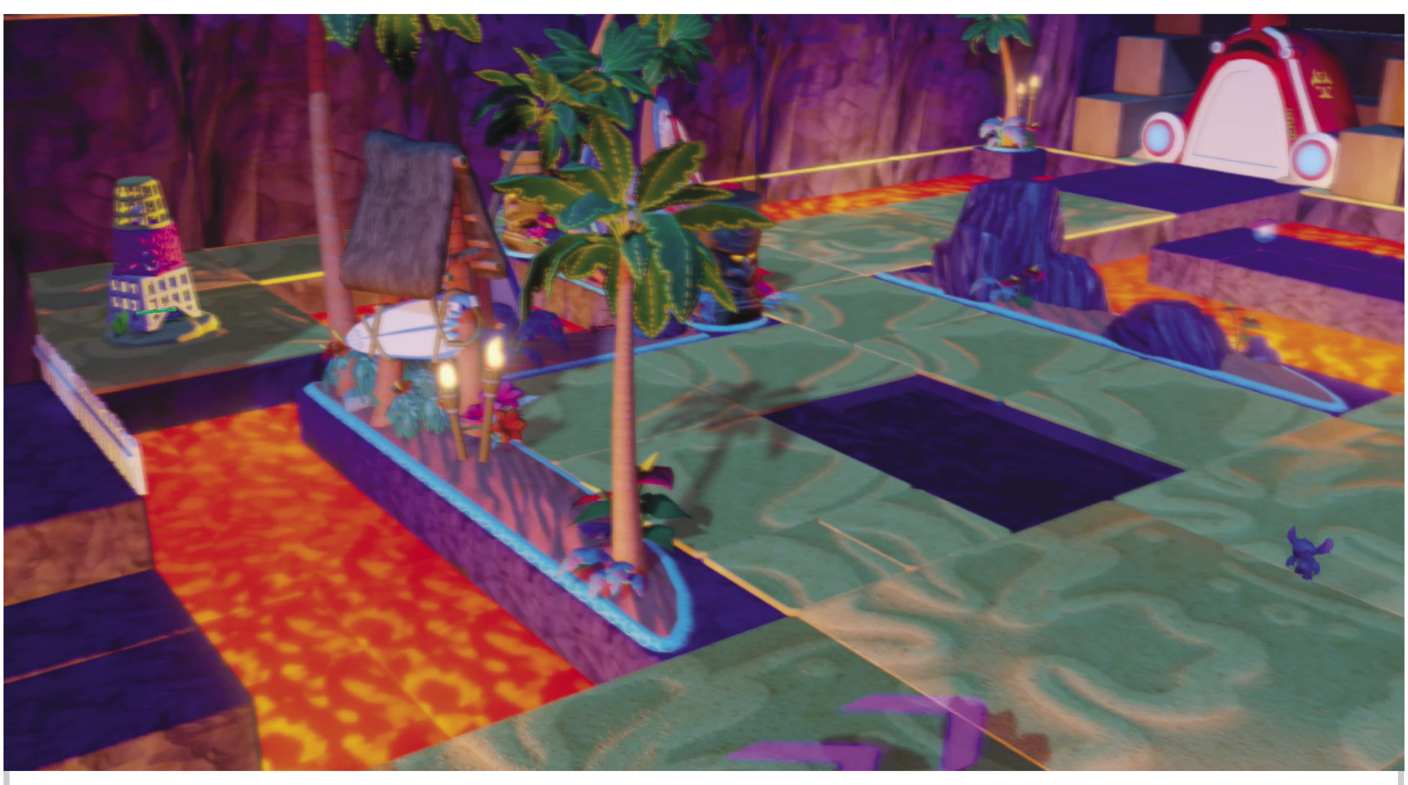
Enemies

- Collection Unit LT-888
- Collection Unit BG-4021
- Collection Unit LT-422

Note

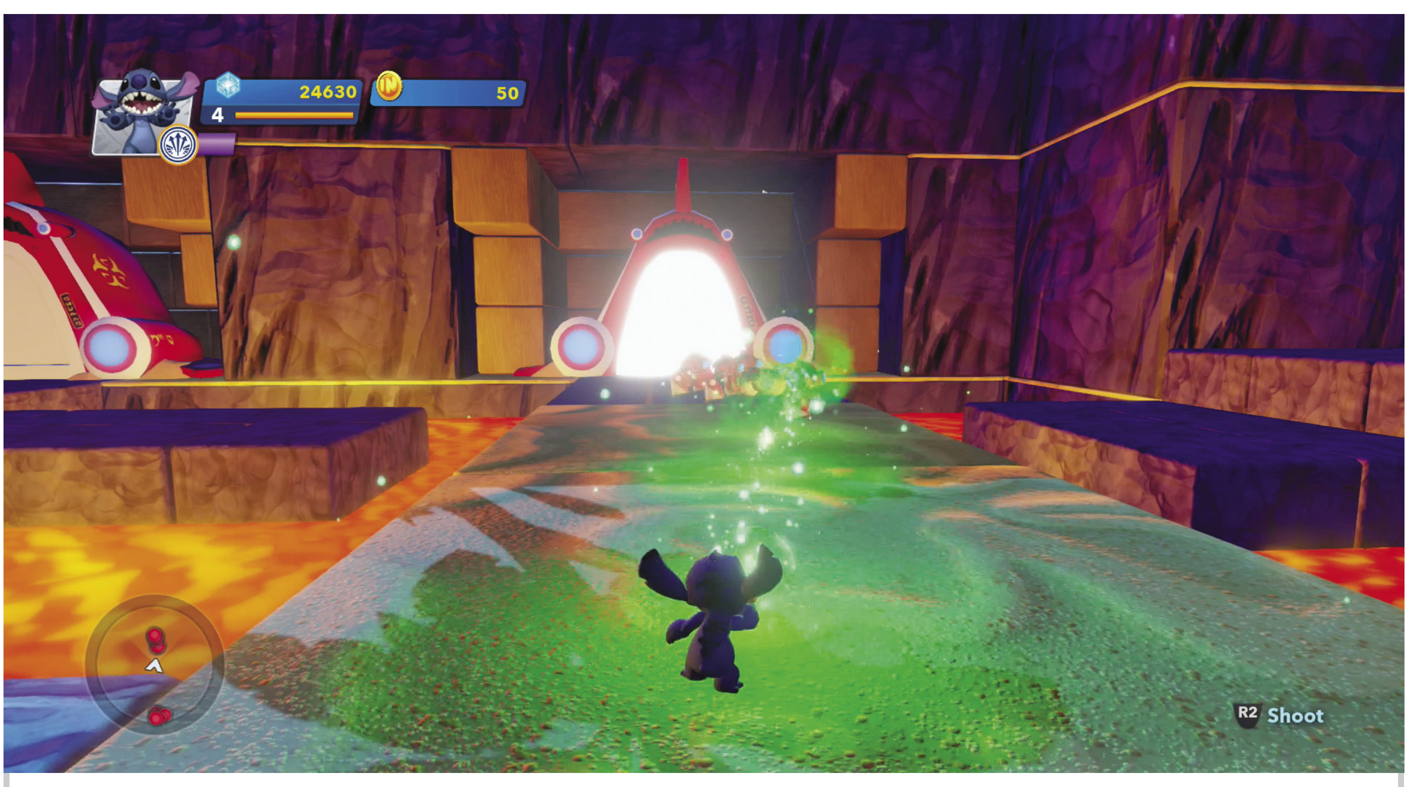
The volleyball net shield is the new trap you get for this level. This device provides protection from missiles and projectiles. It can be good to use to protect your ducklings from enemies with ranged attacks.

This is a tough level. While previous levels have had only one stack of ducklings, this level has two that you must protect. If that were not tough enough, they are on opposite sides of the area. There are also four enemy doors that all lead into the center. Then from there, the enemies can go to either stack of ducklings. Since you can't be near both ducklings at the same time, you have to decide how you want to use your traps. You can split them up at each stack, concentrate them in the center, or heavily defend one stack with traps and spend your time at the other stack. The catch is that if either stack is destroyed, you are defeated.



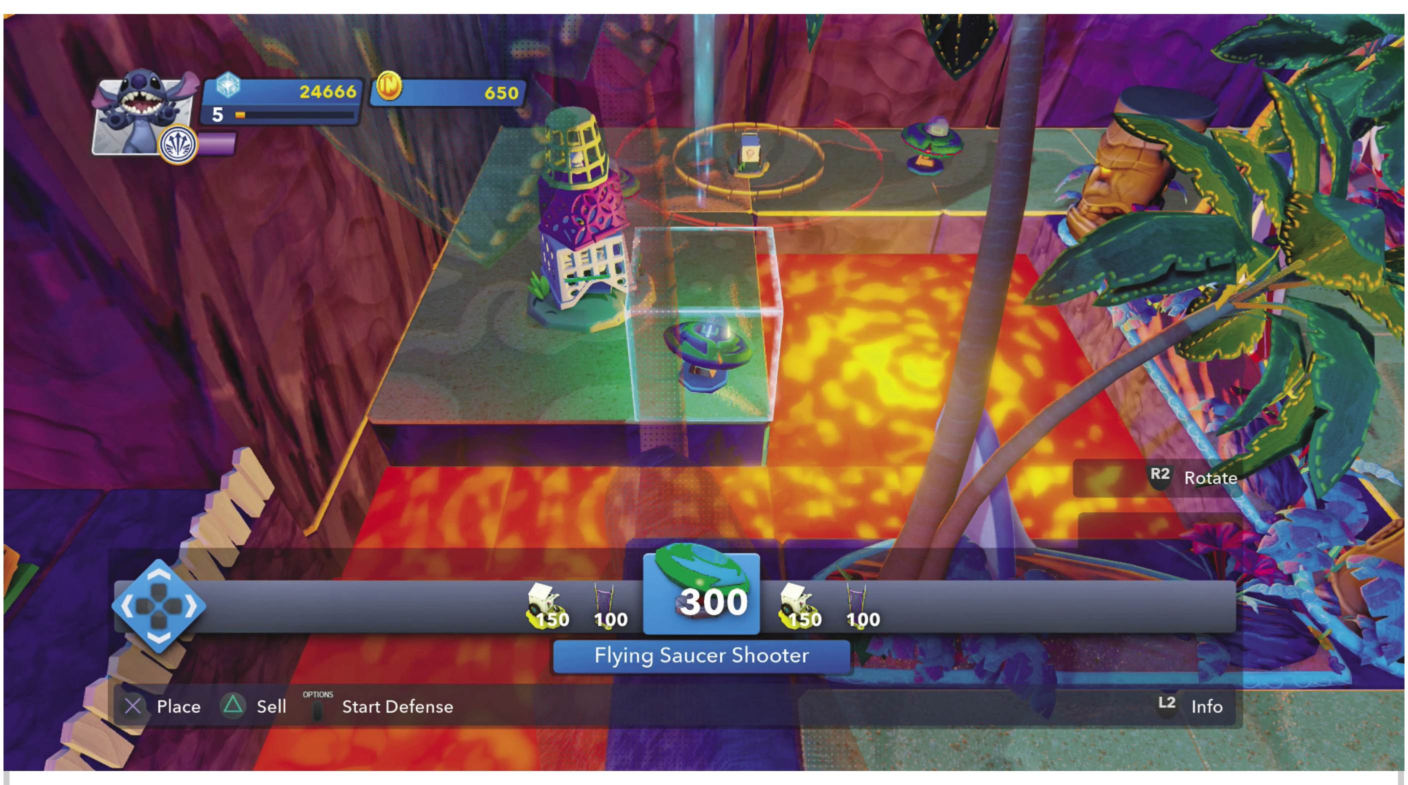
There are two stacks of ducklings in this level and they are located on opposite sides of the area.

The first wave comes out of one enemy door. However, they then split up and head for both stacks of ducklings. Be sure to place a shooter near each stack with a brain freezer in front of it. Then place another brain freezer or other trap somewhere near the intersection by the enemy door where the collectors have to split up. Try to defeat as many enemies as you can near the enemy door and then mop up any that get to the stacks of ducklings. Be sure to collect all the coins since you need them to build more traps. This first wave is a good chance to get at least one of the townspeople, since each gives you enough loot to get a shooter.



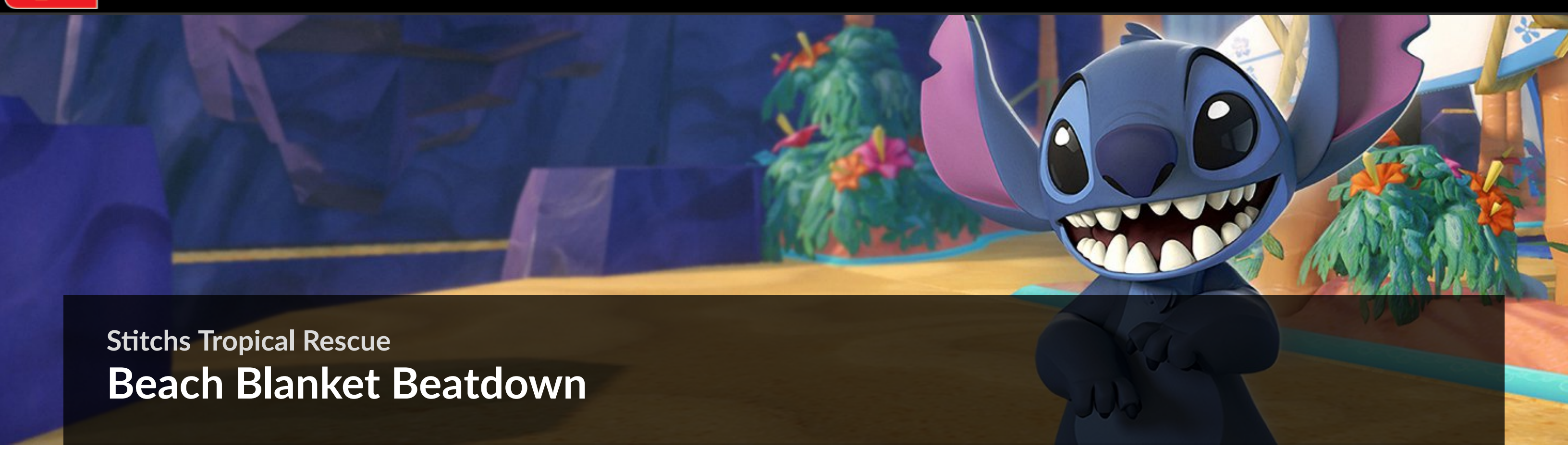
Try to defeat as many enemies as you can as they emerge from the enemy door and before they can split up and head to the two different stacks of ducklings.

Wave 2 comes from two enemy doors across from each other. It starts out with several LT-422s that fly towards each of the stacks of ducklings. Therefore, be sure you have at least two shooters near each stack to help deal with them. Also position some brain freezers along the pathways leading directly towards each stack. Wave 3, on the other hand, sends out collectors first and then, while you are engaging them, sends in the drones. The medium collectors arrive in wave 4. The dangerous aspect of them is that while you are busy fighting them, the small collectors are running to the two stacks of ducklings. By this time, you should have at least three shooters around each stack with a nearby brain freezer. Be sure to have shooters all around your stacks. The enemy likes to go to the other side and use the stack as cover if there is only one shooter.



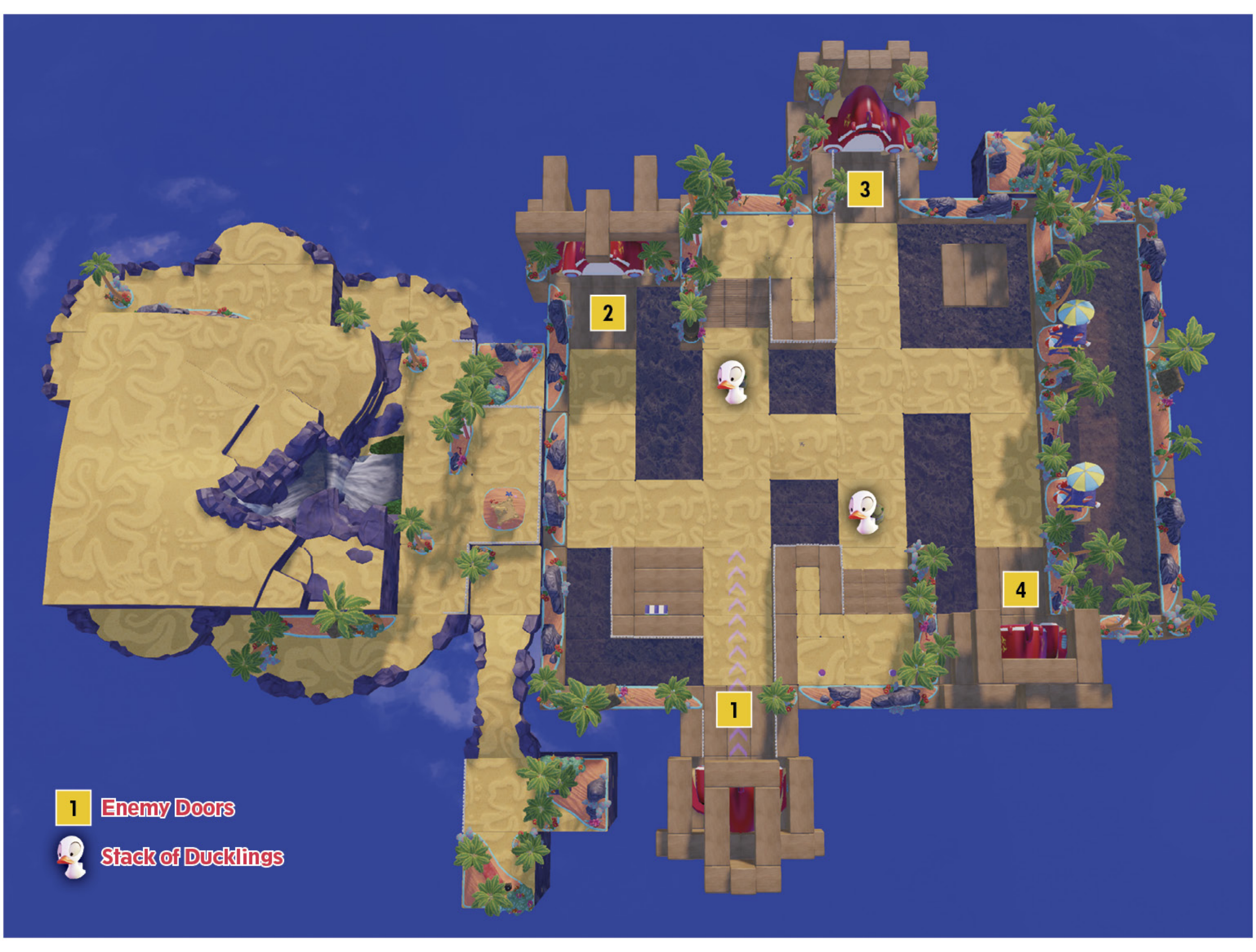
Place shooters on two sides of your stacks for better coverage. If you position lots of traps near one stack of ducklings, you can concentrate your attention on the other stack and let the traps at the other take care of the collectors.

By the time you get to wave 5 and the final wave, one of your stacks is probably in worse shape than the other. Make that stack your priority. Try to stop the enemies headed towards the healthier stack at the start, then rush over to the weaker stacks of ducklings and defend it up close. Position more brain freezers and other traps near the healthier stack to help keep it safe until you can get back to it and mop up the remaining enemies.



Stitchs Tropical Rescue

Beach Blanket Beatdown



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella
- Volleyball Net Shield
- Beach Ball Launcher

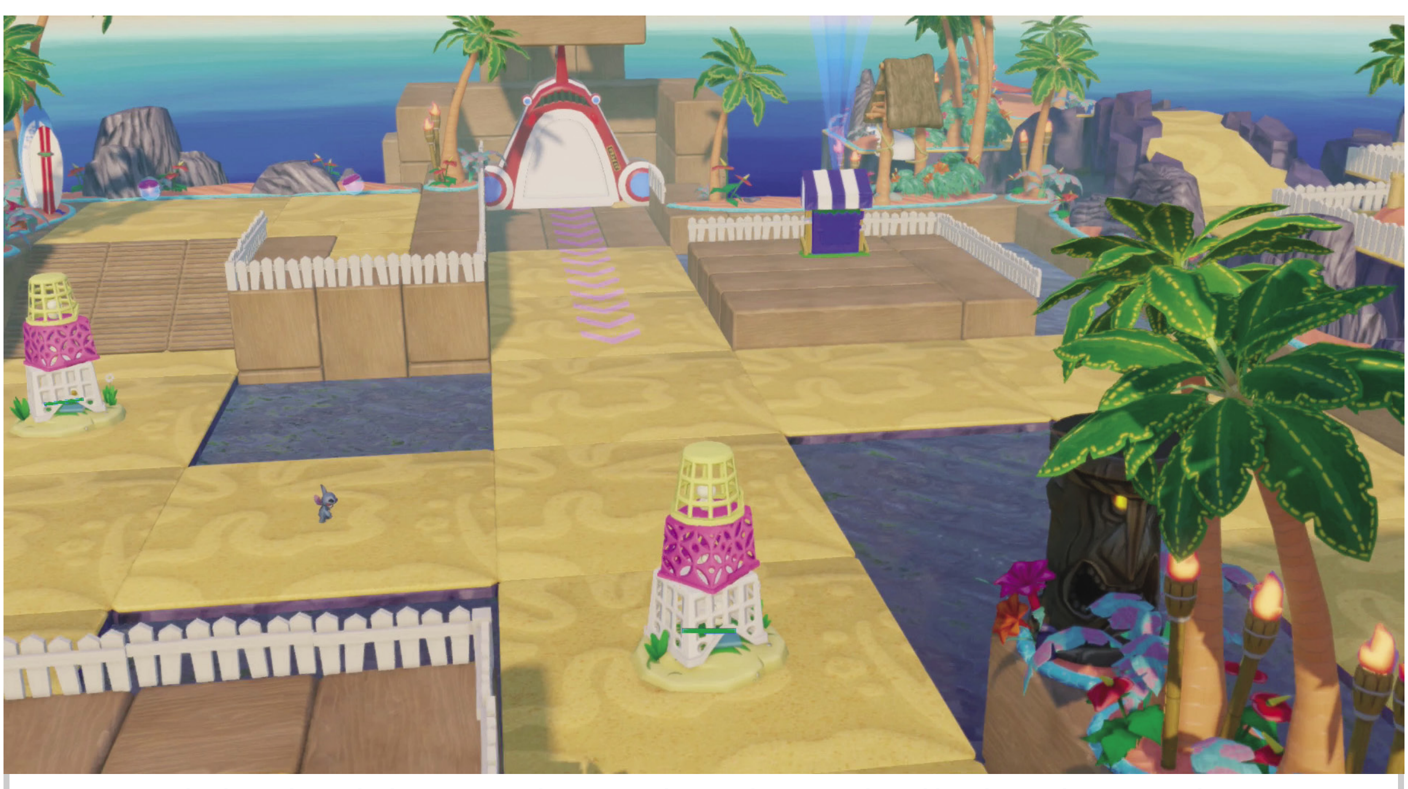
Enemies

- Collection Unit LT-888
- Collection Unit MD-2190
- Collection Unit BG-4021
- Collection Unit LT-422

Note

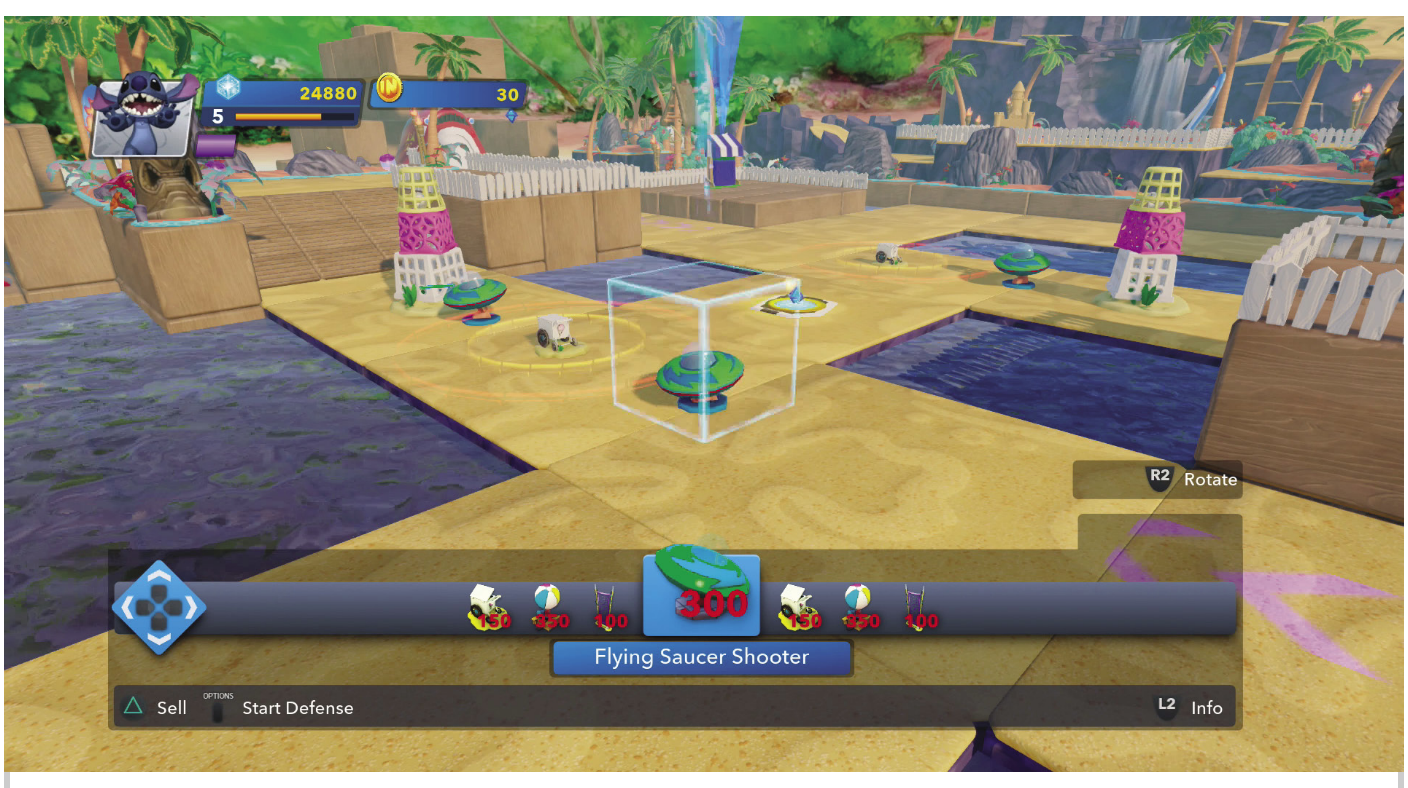
The beach ball launcher is similar to the brain freezer. However, instead of freezing the enemies, it instead causes damage when the beach ball pops. This is great for damaging several enemies at once. Its down side is the time it takes to recharge.

This level once again features two stacks of ducklings. However, this time, both are in the center of the area and relatively close to one another. There are four enemy doors with paths that approach the stacks from two main directions. The best way to defend the ducklings is to position shooters near the stacks and then brain freezers at the chokepoints where the paths approach the stacks. Then as you can place more traps later in the level, expand your traps out along the pathways.



Since both stacks of ducklings are in the center, that is where you should build your defenses at the start.

The first wave consists of only small collectors. However it gives you a good feel of how they approach and if your traps are working. As usual, place a shooter near each stack along with some launchers. In fact, try placing a launcher as close as you can to a shooter. It will blow up when enemies approach it, and then once it recharges, blow up again to damage any remaining enemies.



By concentrating traps near the center, the defenses can work together to cause as much damage on the enemies as possible.

As you advance through the waves, enemies begin coming out of more enemy doors. By wave 4, they are coming at you from all four and all about the same time. Plan on enemies getting to your stacks. There are too many and they move quickly so traps along the pathways can't stop them all. Therefore, be sure to have at least two shooters around each stack. They are good for shooting down the LT-422s as well as hitting collectors who are attacking your stacks.

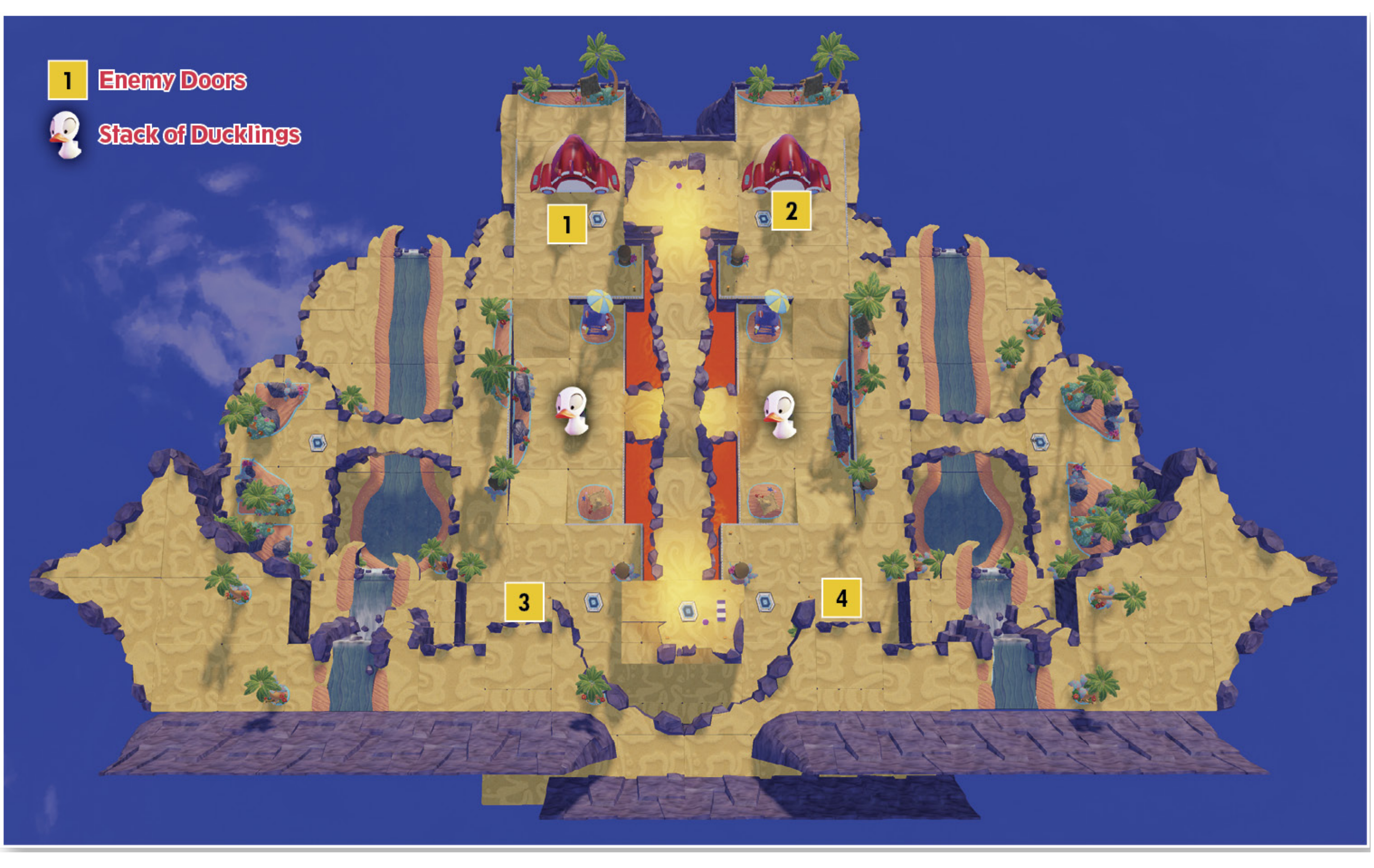
By the later waves, be sure to have shooters all around your stacks since lots of enemies are headed your way.

In wave 5, the BG-4021s begin attacking. Since they are slower, go after the small collectors first and then you can deal with the larger collectors. The final wave throws everything at you. It starts with drones, then small collectors, and then lots of BG-4021s at the end. Be sure to have either brain freezers or launchers near your shooters to deal with them. Their attacks are slow and these beach ball launchers can blow up once or twice while they are there to slow them down or cause damage until you can get there to finish them off.

Don't let those BG-4021s attack your stacks of ducklings. They can cause a lot of damage.

Stitchs Tropical Rescue

Rambunctious Robots



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella
- Volleyball Net Shield
- Beach Ball Launcher
- Healing Tiki

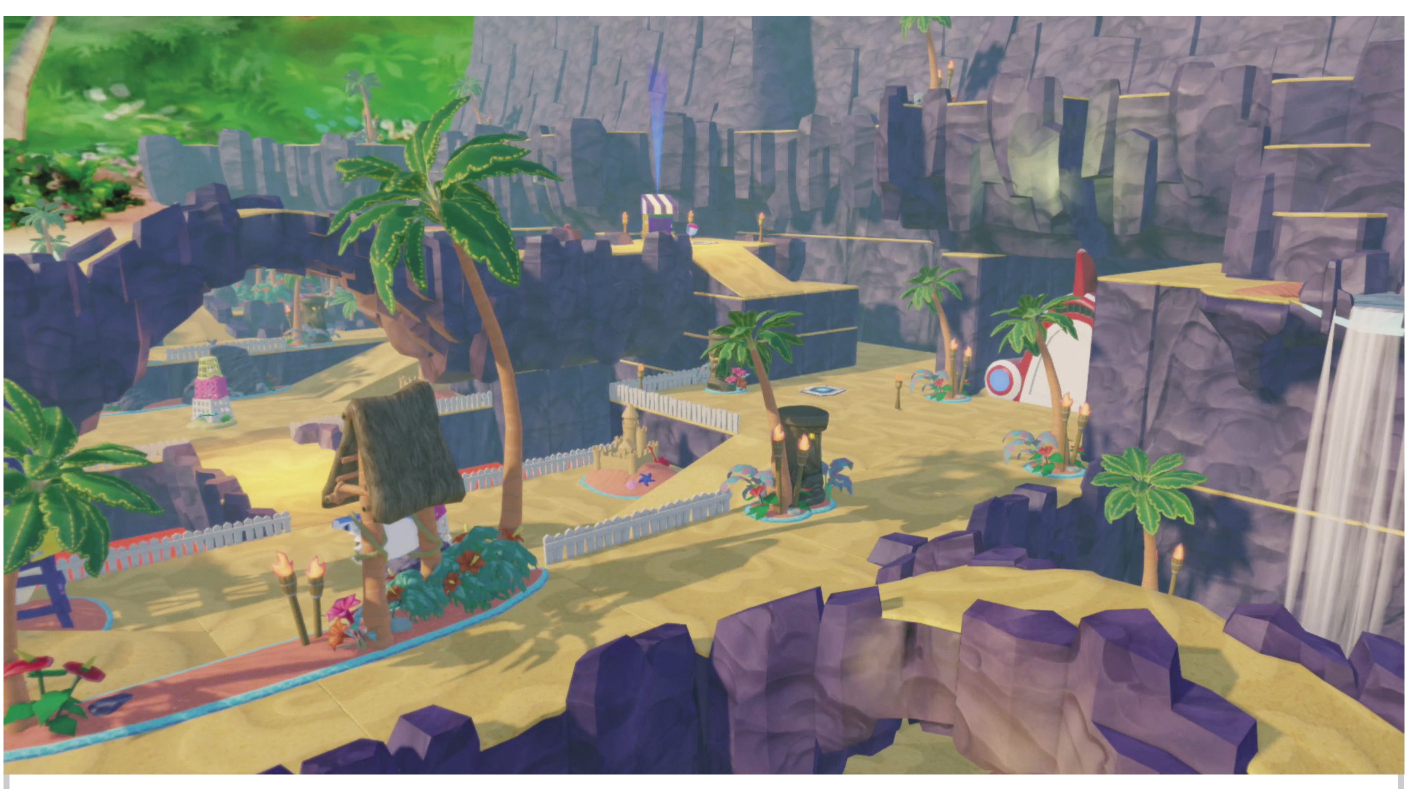
Enemies

- Collection Unit LT-888
- Collection Unit MD-2190
- Collection Unit BG-4021
- Collection Unit LT-422

Note

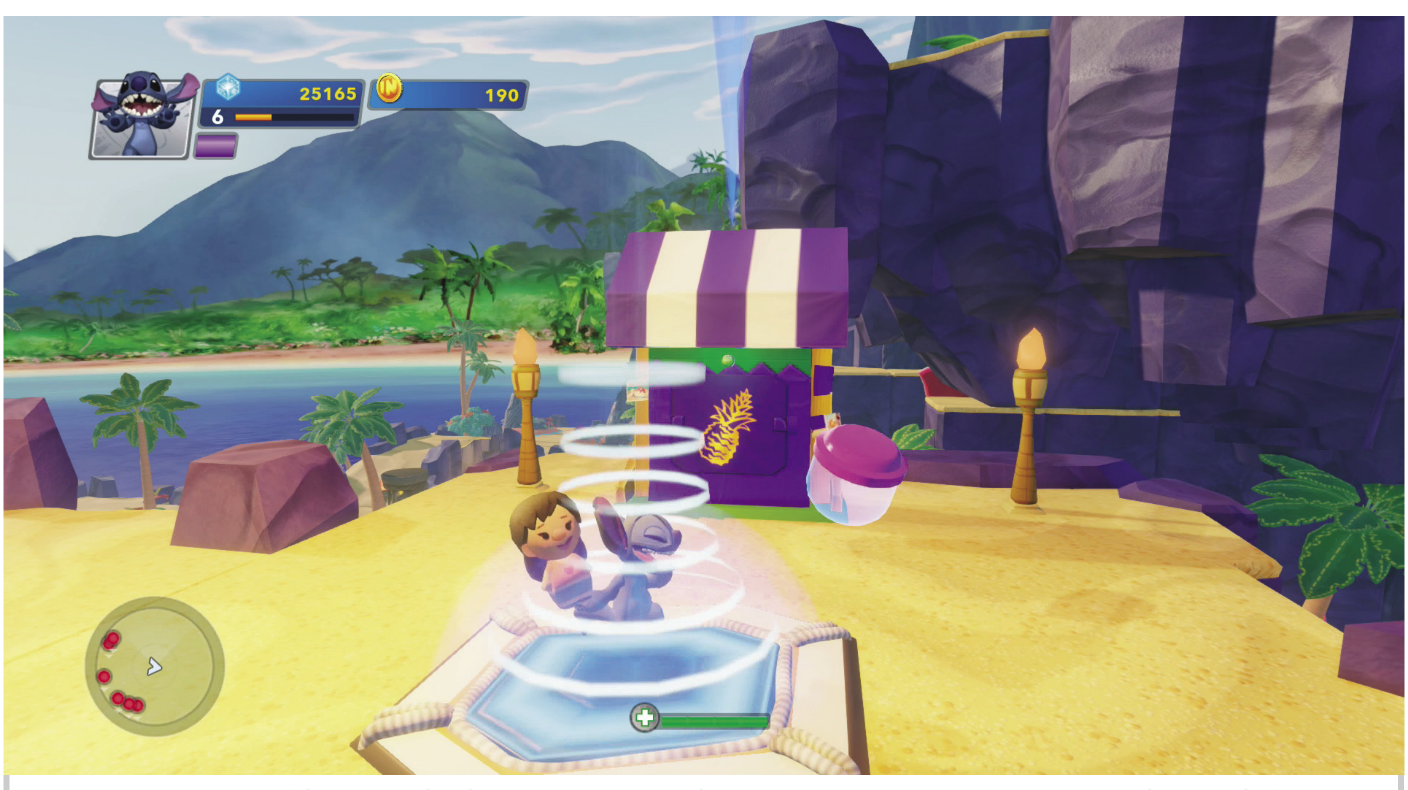
The healing tiki is not really a trap. Instead, it is a device that will heal nearby characters. If your characters have been taking a lot of damage or are even being defeated during the levels, consider placing one or two of these around so you can heal while in the middle of the battle.

This level is large, but most of the fighting takes place in the central area. You have two stacks of ducklings here like the previous level. However, they are a bit more spread apart. There are four different enemy doors and they all have paths leading down ramps to get to the stacks—two paths moving towards each stack from opposite sides. Therefore, you need to place traps all around your stacks and plan on defending them up close.



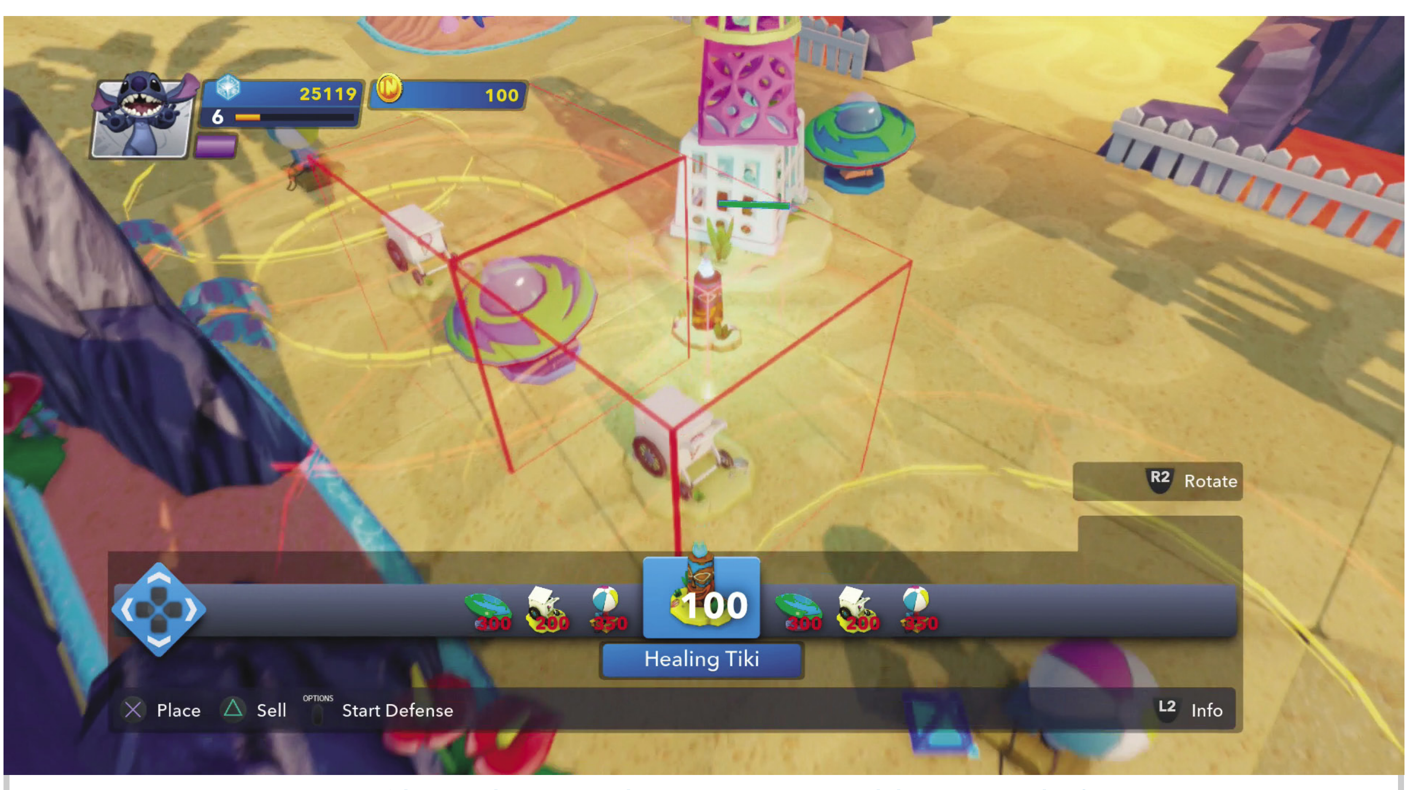
This is a large area. However, most of the fighting takes place right in the center.

You need some bonus loot for traps. Therefore, consider going after some of the townspeople. Even through they are spread out, there are teleports around that can help you get from one end of the area to the other side where the doorway is located. Try to do this in the early levels when the threats to your stacks are not quite as great.



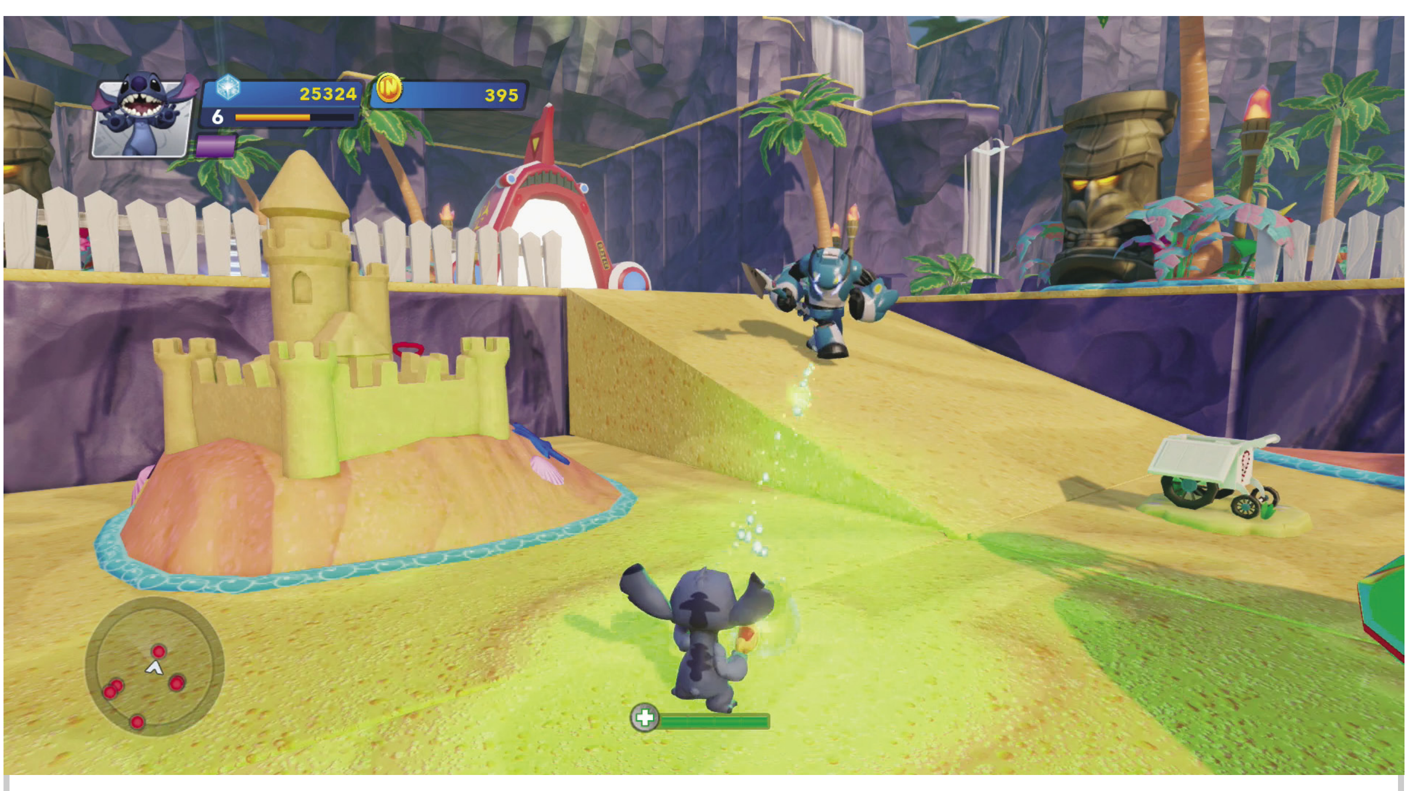
Use teleporters to quickly get to the doorway so you can throw townspeople to safety. Scout out the area during trap placement and plan the routes you will take to get to these people.

The first wave hits you from all four enemy doors. Therefore, a good tactic is to place brain freezers at the base of each ramp, two shooters on either side of each stack to attack the enemies as they are frozen as well as those enemies that get near the stacks, and a beach ball launcher right next to each stack. That makes for a great initial deployment. In fact, since there are only small collectors in the first wave, these defenses can usually take care of them on their own, allowing you to go after those townspeople. Get all three of them and that is a lot of money to spend on the second wave.



You start out with enough money to have some pretty good defenses for the first wave.

The second wave has some larger collectors. However, between your traps and your own efforts, this is not a very tough wave either. Be sure to collect coins from the defeated enemies and use them to buy more brain freezers and shooters. In fact, try putting two brain freezers on either side of each stack and two launchers on the other two sides. Along with shooters, any enemies that get close to your stacks will take a lot of damage.



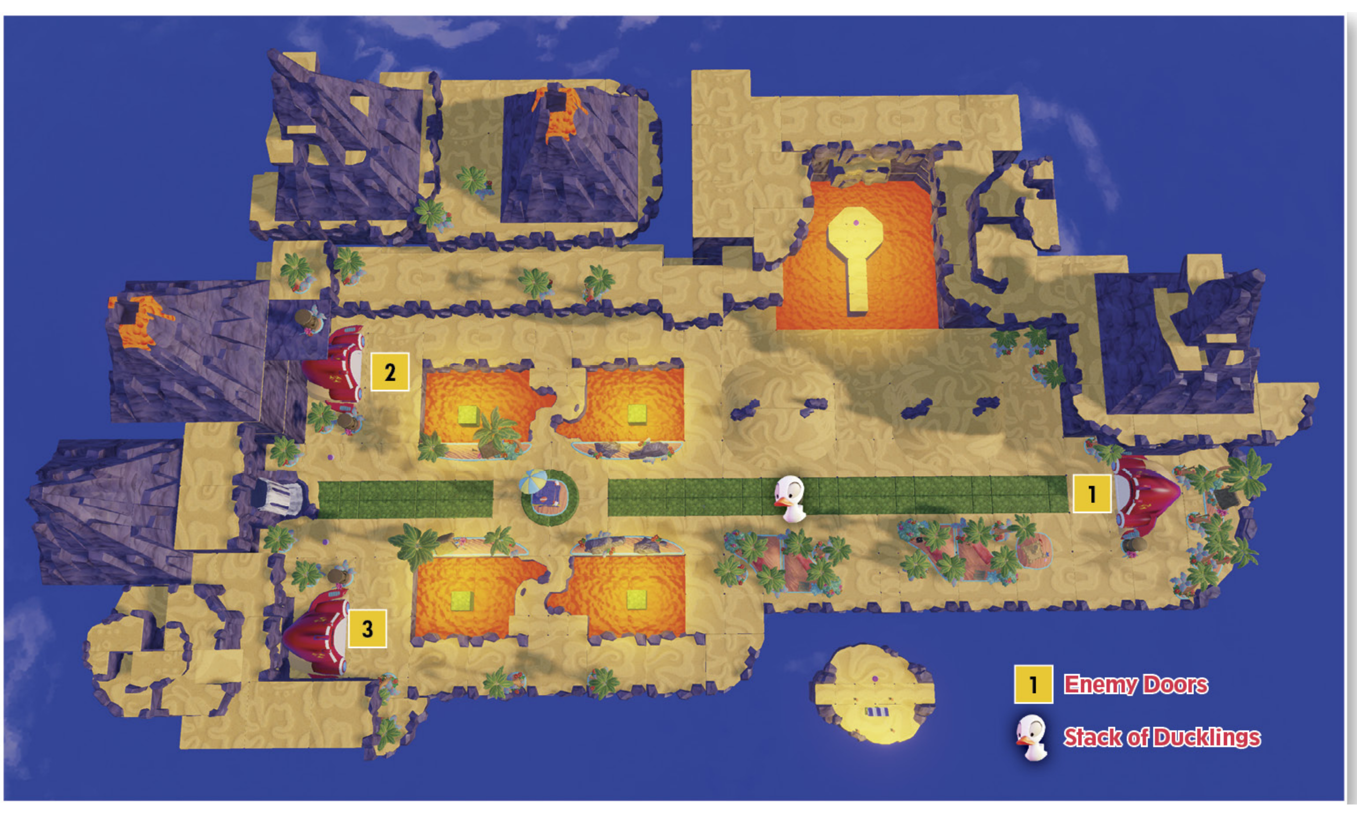
Even the larger collectors will have a hard time getting to your stacks of ducklings and causing them damage.

Tip

When you have to defend two different stacks, consider putting more traps around one to defend it while you have less around the second. Then spend most of your time defending the second while the traps take care of the first stack. If you position a variety of traps around your stacks, the enemy will have a hard time getting to the stack and then staying there very long to inflict much damage.

Stitchs Tropical Rescue

All Quacked Up



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella
- Volleyball Net Shield
- Beach Ball Launcher
- Healing Tiki
- Duckling Decoy

Enemies

- Collection Unit LT-888
- Collection Unit MD-7510
- Collection Unit BG-5904
- Collection Unit LT-422
- Collection Unit BG-4021

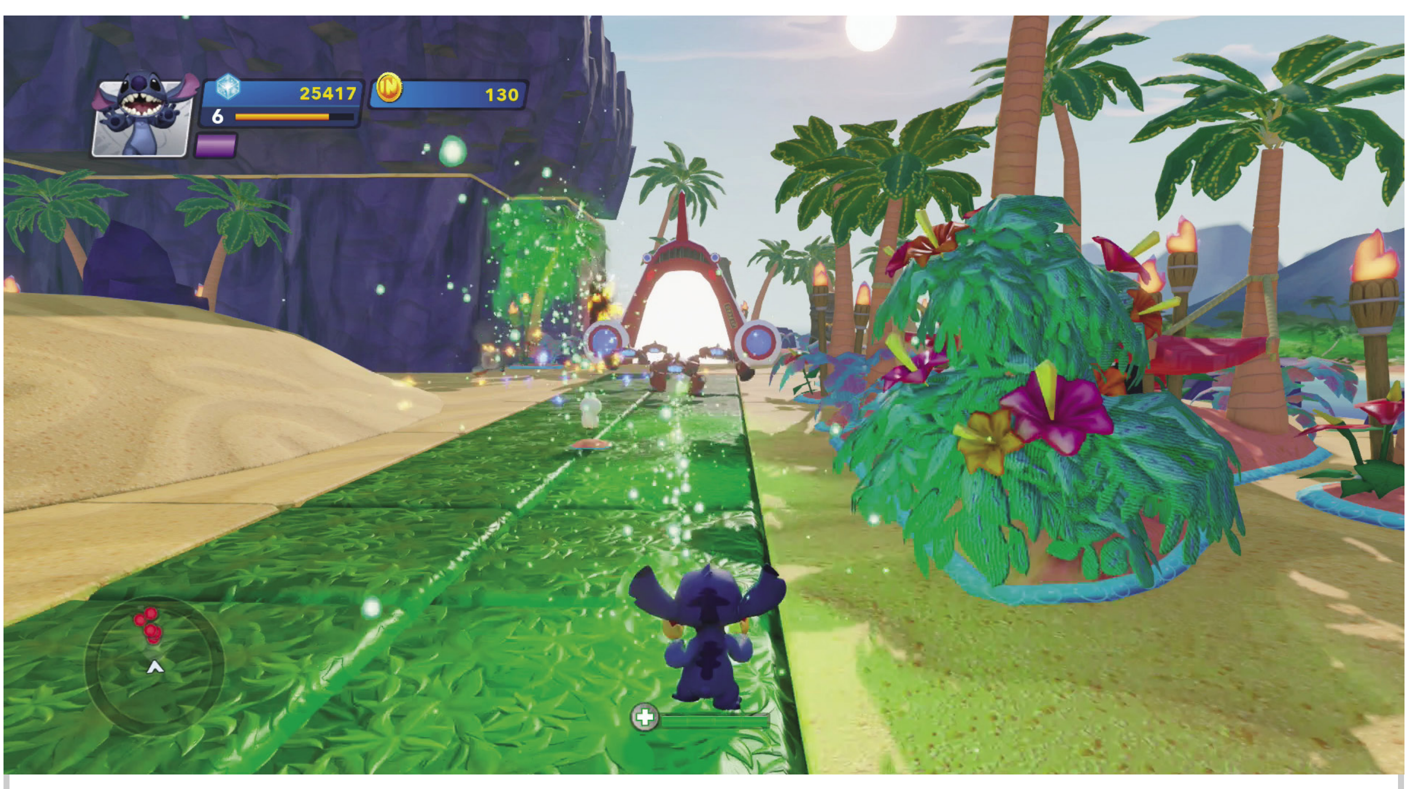
Note

The decoy is inexpensive and can distract enemies. Place them along the paths away from stacks of ducklings to slow down enemies who stop to attack the decoys.

This level takes place in a long area. You only have one stack to defend. However, that also means that all the enemies are going to go after that one. One enemy door is fairly close to the ducklings while the other two are at a distance on the other side of the area. Start off with your traps fairly close in to the stack on both sides. Then as you progress through the waves, put more traps along the path to the two enemy doors farther away.

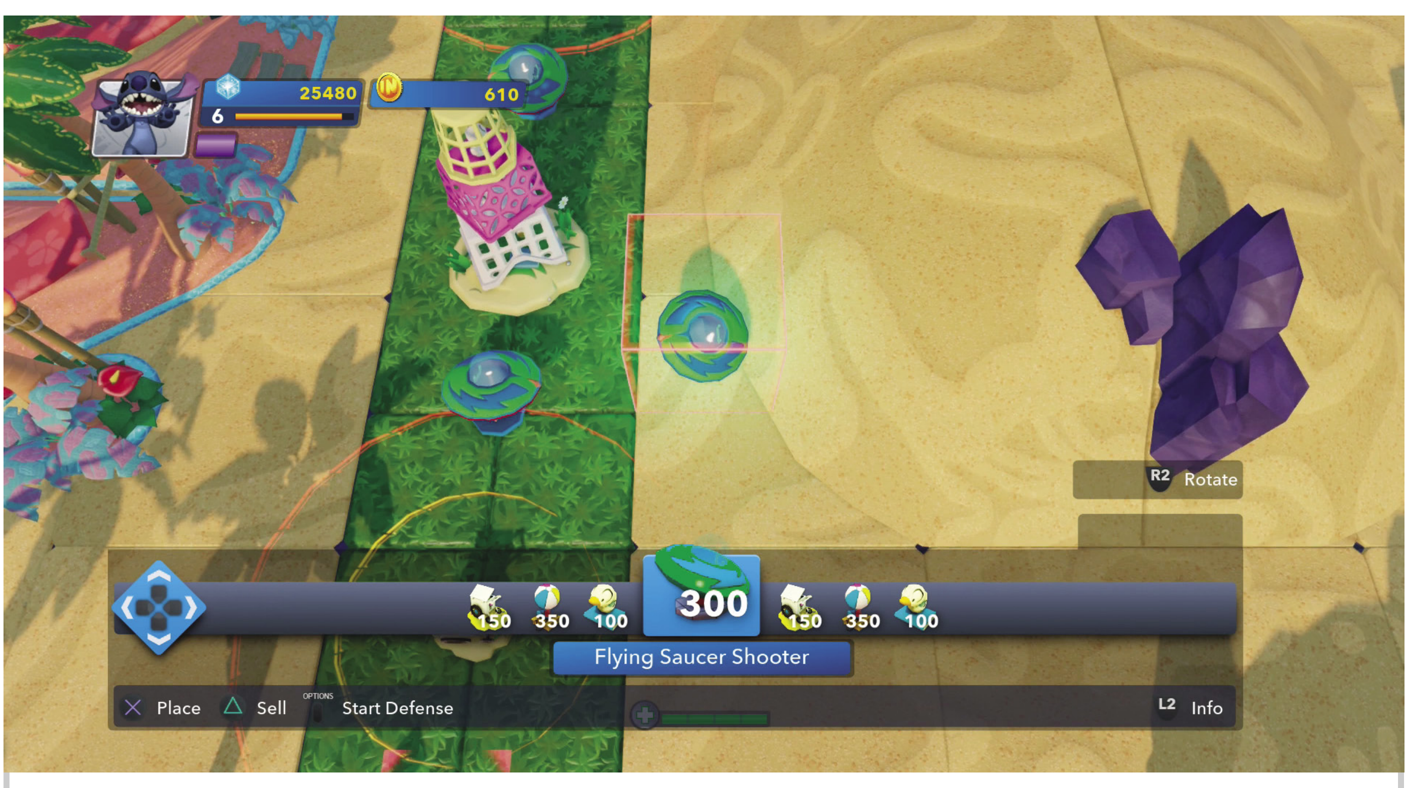
Tip

The pathways in this level are wider. Individual beach ball launchers are not as effective since some enemies run around them. Therefore, you may want to deploy launchers in pairs to be sure to cover the entire width of the pathways to the stack. Also place some decoys at a distance from your stack to distract enemies and give you more time to engage them before they get to the ducklings.



One of the enemy doors is closer to the ducklings. This is where you need to be at the start of each wave.

The first wave consists of small collectors. Put yourself between the stack and the closest enemy door and fight off the enemies as they approach. Then move back to the stack to protect it up close. Unless your defenses are very effective, you may not have a lot of time to get the townspeople without risking some damage to the stack. The second wave includes some flying LT-422s, so be sure you have several shooters to deal with them.



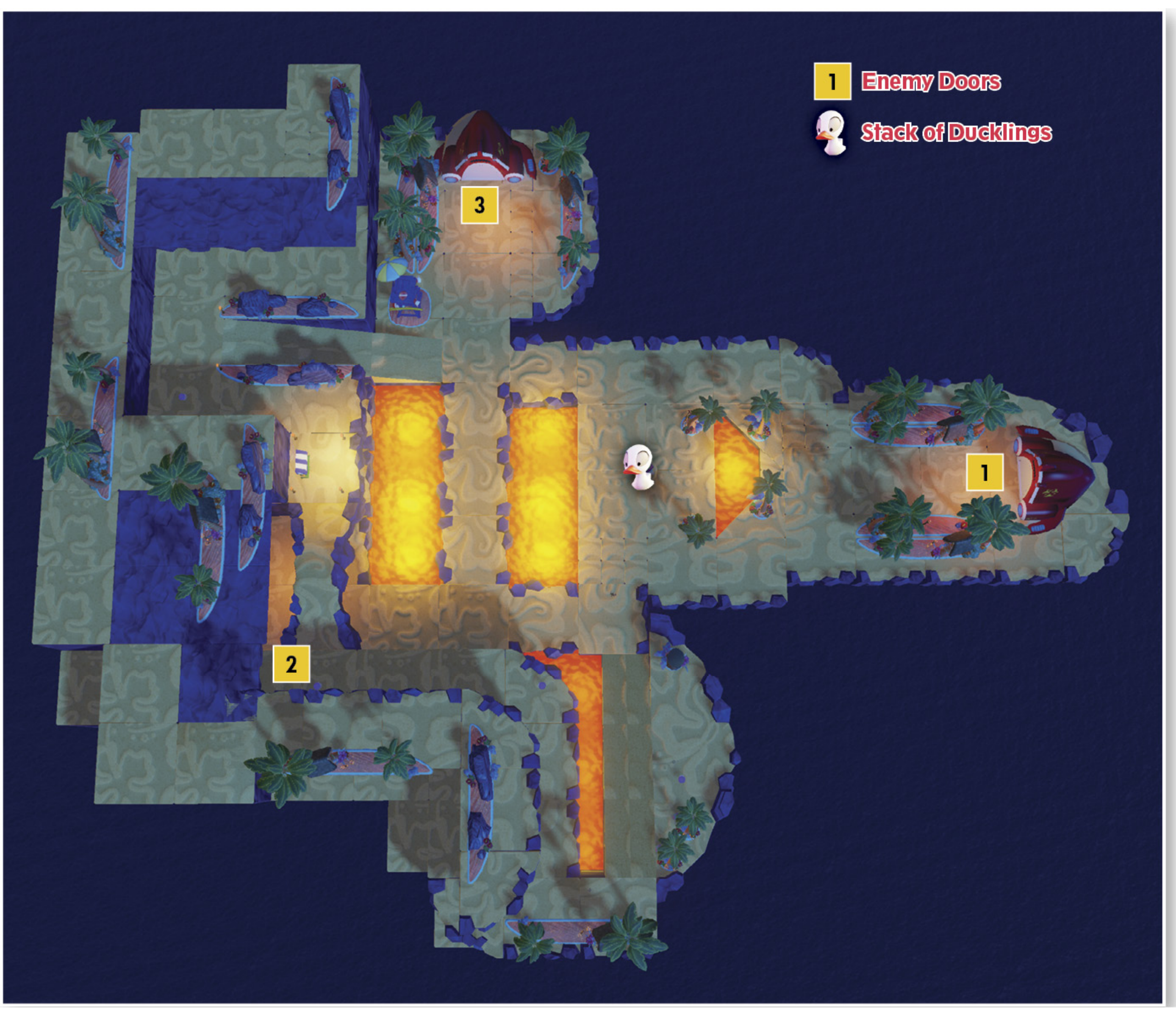
Since your stack is attacked from two directions, keep shooters and other traps all around your ducklings. The shooters can make short work of the LT-422s.

Later waves include some MD-7510s and BG-5904s. You need to worry about these since they have a ranged attack. They can stand back and fire at you as well as at the stack. Since they are a bigger threat when they come from the far side, place some launchers along their paths and that should help take care of them with a little help from you. In the final level you have to deal with several of these ranged attack collectors. So after dealing with those from the close enemy door, go after the others from the farther doors since they will just stay back and fire at your stack.

Go after the enemies as they emerge from the enemy door closest to the stack of ducklings. By the time you finish them off, head back towards the stack. If you planned your defenses along the long pathway well, there will be few enemies that ever get to the stack.

Stitchs Tropical Rescue

Robotic Mallardy



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella
- Volleyball Net Shield
- Beach Ball Launcher
- Healing Tiki
- Duckling Decoy
- Space Adventure Cannon

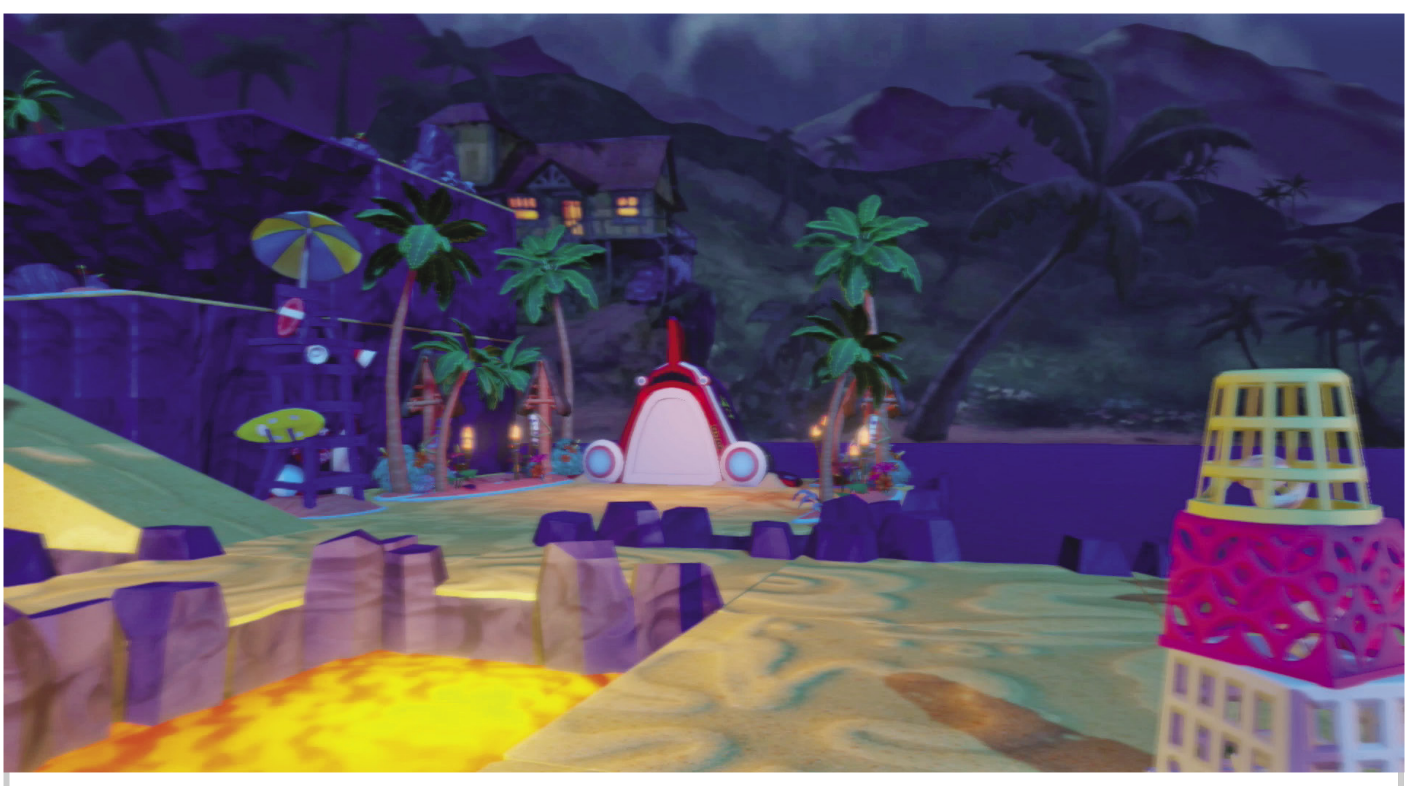
Enemies

- Collection Unit BG-4021
- Collection Unit MD-7510
- Collection Unit BG-5904
- Collection Unit LT-422

Note

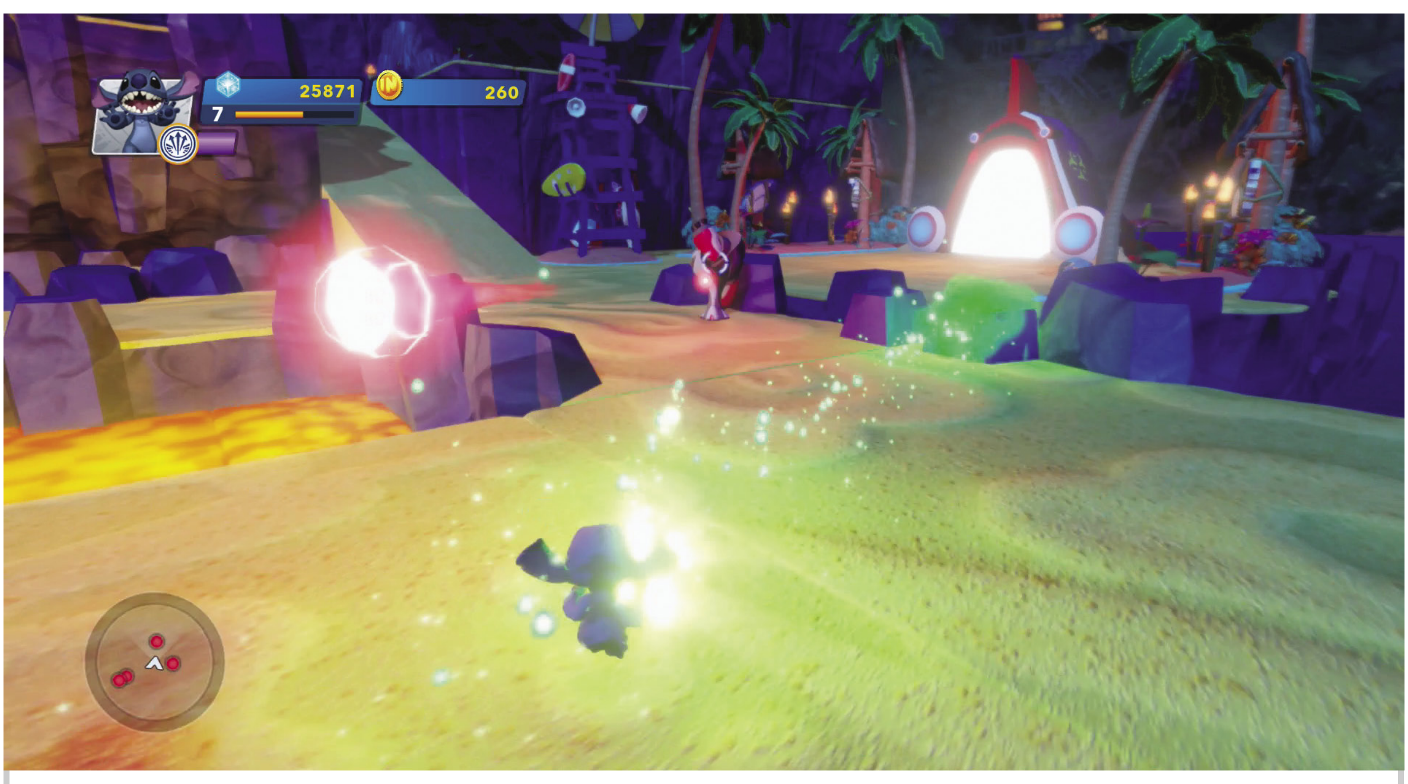
The cannon uses high-power laser blasts to attack enemies and is more focused and damaging than the shooter. Combine the two with each other to bolster your defenses around your ducklings.

This level gives you a single stack of ducklings to defend. However, there are three enemy doors around you and four different pathways to get to the stack. Since you get enemies coming from all three enemy doors right at the start in the first wave, concentrate your traps near the stack. The townspeople are scattered around and take some time to retrieve and deliver to the doorway, so you may want to hold off on that.



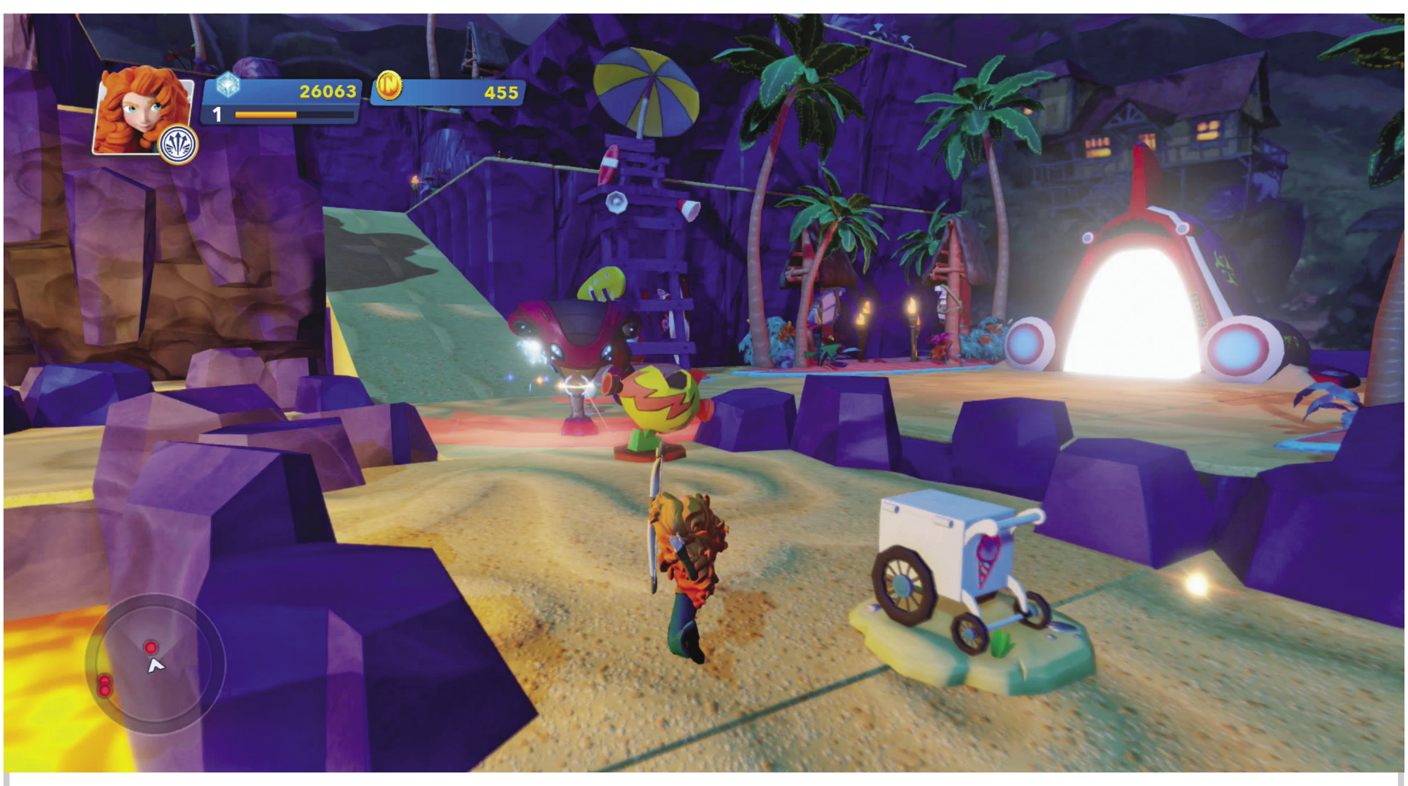
Enemies can attack your single stack from three different enemy doors along narrow pathways surrounded by lava.

Since you get attacked from several different directions, stay close to the stack. Try to engage enemies at the closer enemy doors with ranged attacks, but don't stray too far away. You have to deal with collectors that have ranged attacks in the first wave—so be ready with a character who has powerful ranged attacks as well as some powerful melee attacks. Be sure to collect all the coins since you need all the money you can get for more traps.

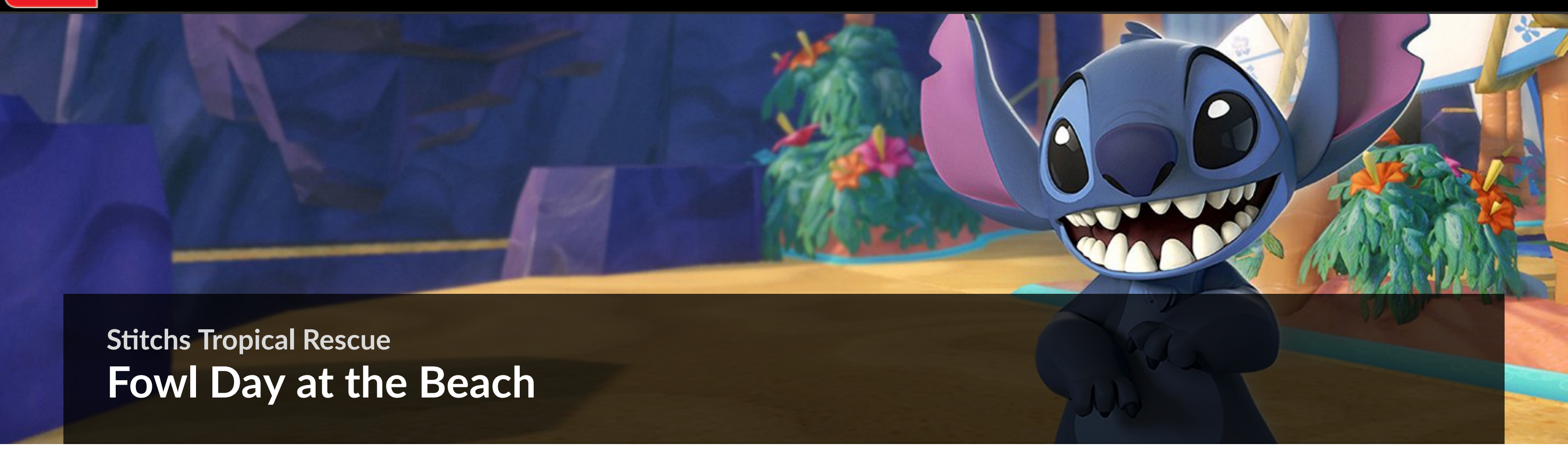


This level sends collectors with ranged attacks right in the first wave.

The second wave is not too tough. It consists of the same collectors as before and the flying LT-422s. The third and fourth waves are very similar. Position brain freezers along their pathways and then attack them when they are frozen. Be sure to include a shooter near the brain freezers to hit them while they are chillin'. Since many of the collectors have ranged attacks, consider placing some traps at a distance from the stack to attack them before they can fire on the stack. During the waves, watch where they stop to begin firing and then place your traps in that area.

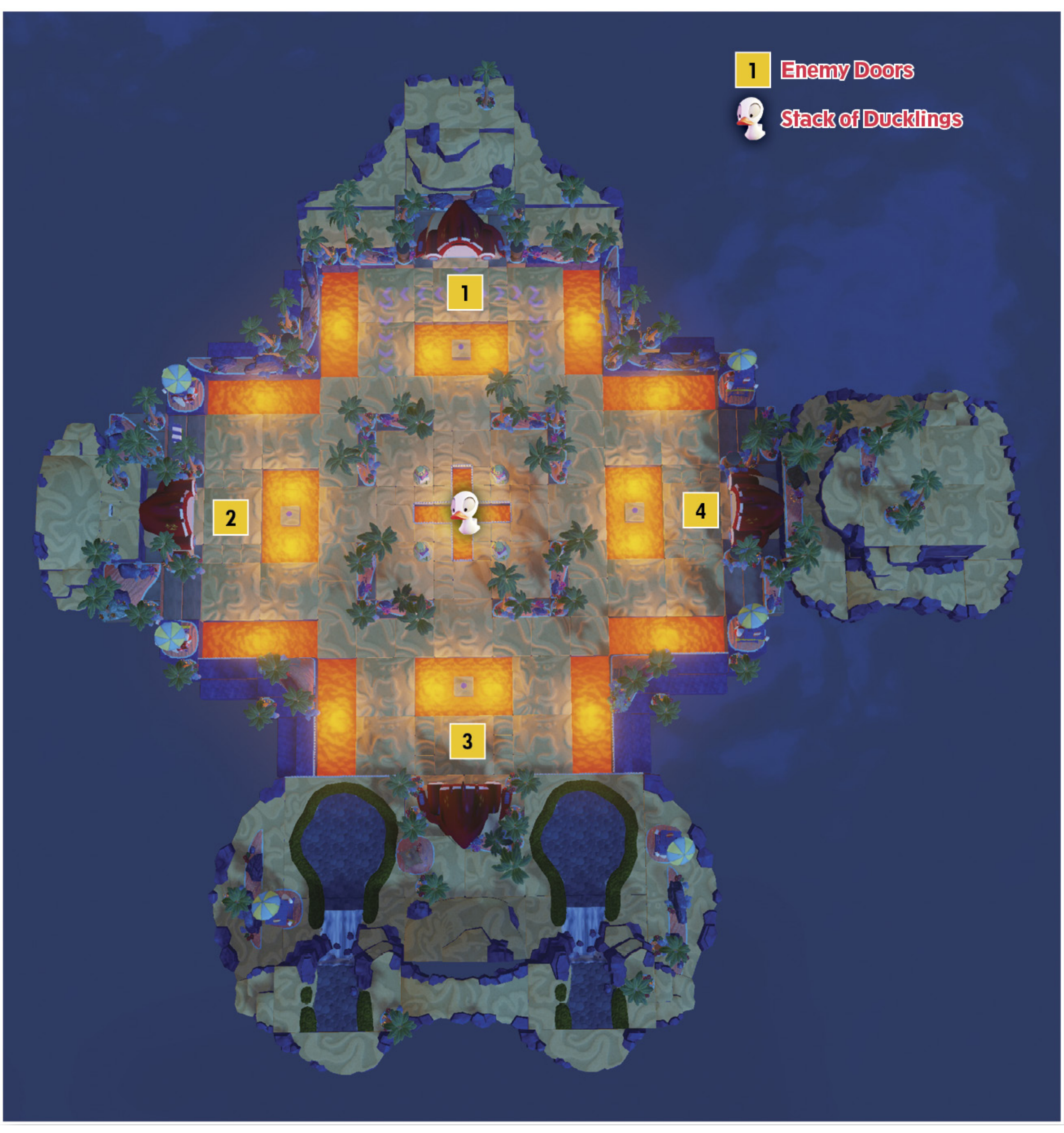


These larger collectors can take a lot of damage. Position brain freezers and shooters along the way to weaken them before you have to fight them.



Stitchs Tropical Rescue

Fowl Day at the Beach



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella
- Volleyball Net Shield
- Beach Ball Launcher
- Healing Tiki
- Duckling Decoy
- Space Adventure Cannon
- Imploding Pineapple

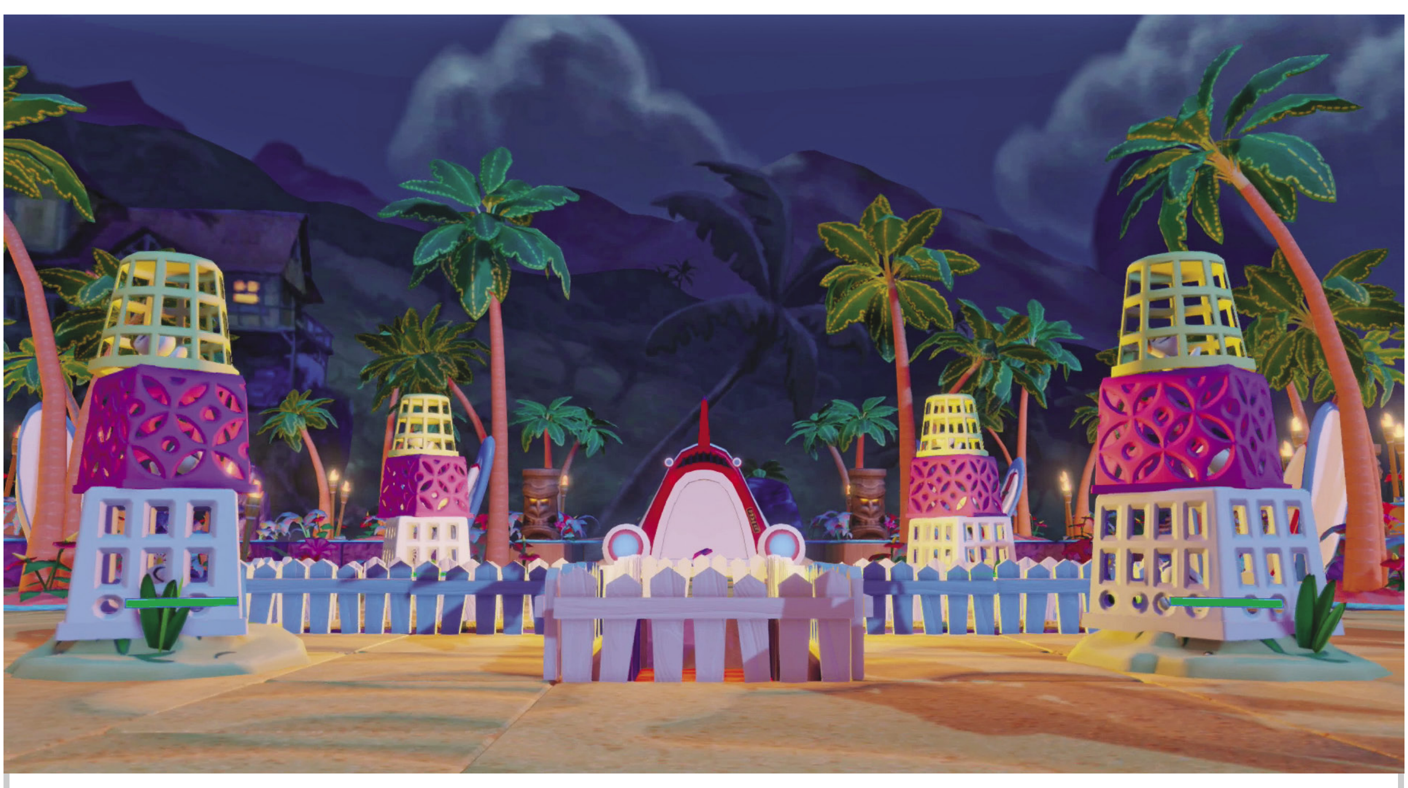
Enemies

- Collection Unit LT-888
- Collection Unit BG-4021
- Collection Unit BG-5904
- Collection Unit LT-422

Note

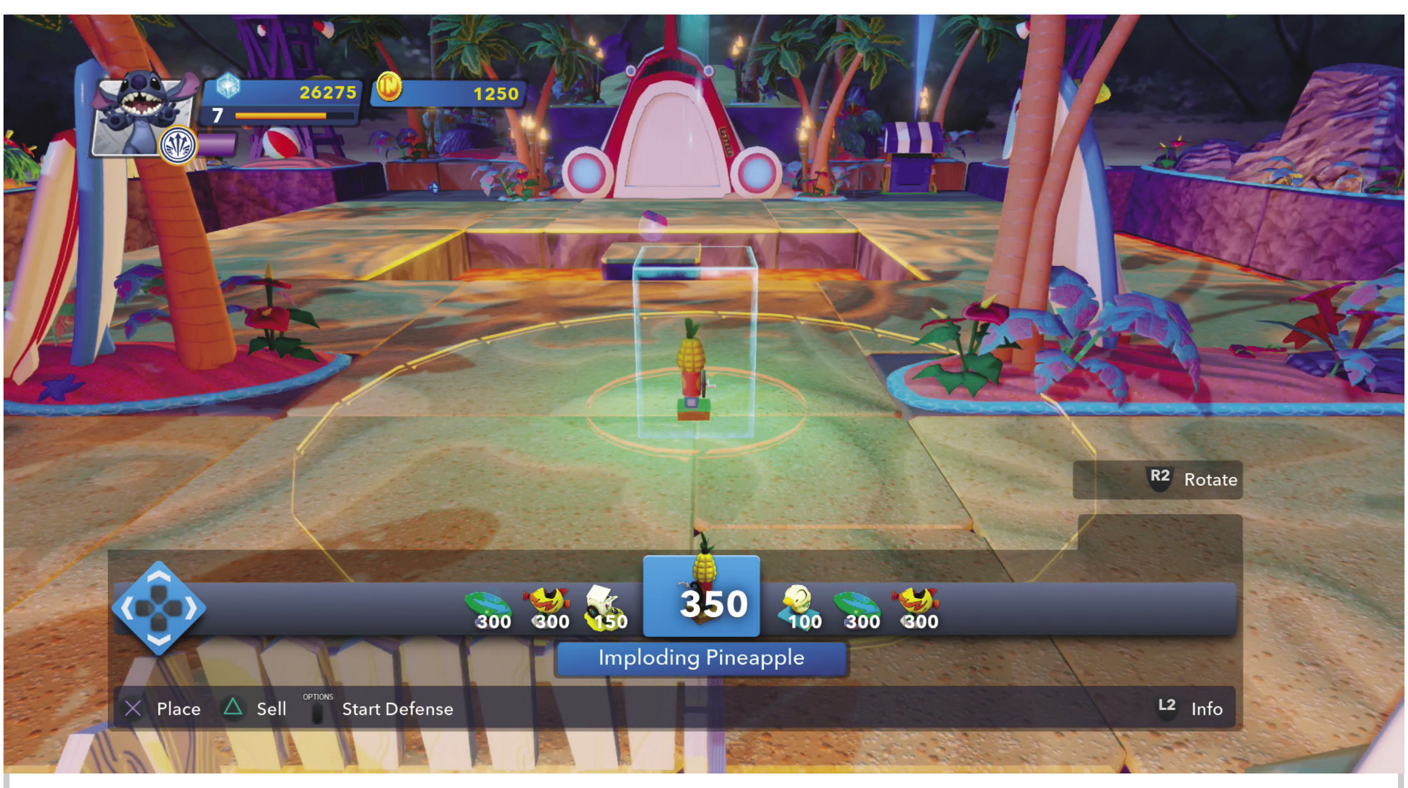
You get one of the most powerful traps for this level. The imploding pineapple detonates like the other beach ball launcher. However, instead of just causing damage, it opens a small black hole and sucks in nearby enemies. It gets rid of them completely. Be sure to try out this trap for this level.

This level contains four different stacks of ducklings to defend. They are all close together and will split up the enemies to give you more time to defeat them before they can be destroyed. However, all it takes is one stack to be destroyed and it is a defeat for you. Keep your traps in close since there are enemy doors in four different directions—and all fairly close to the stacks.



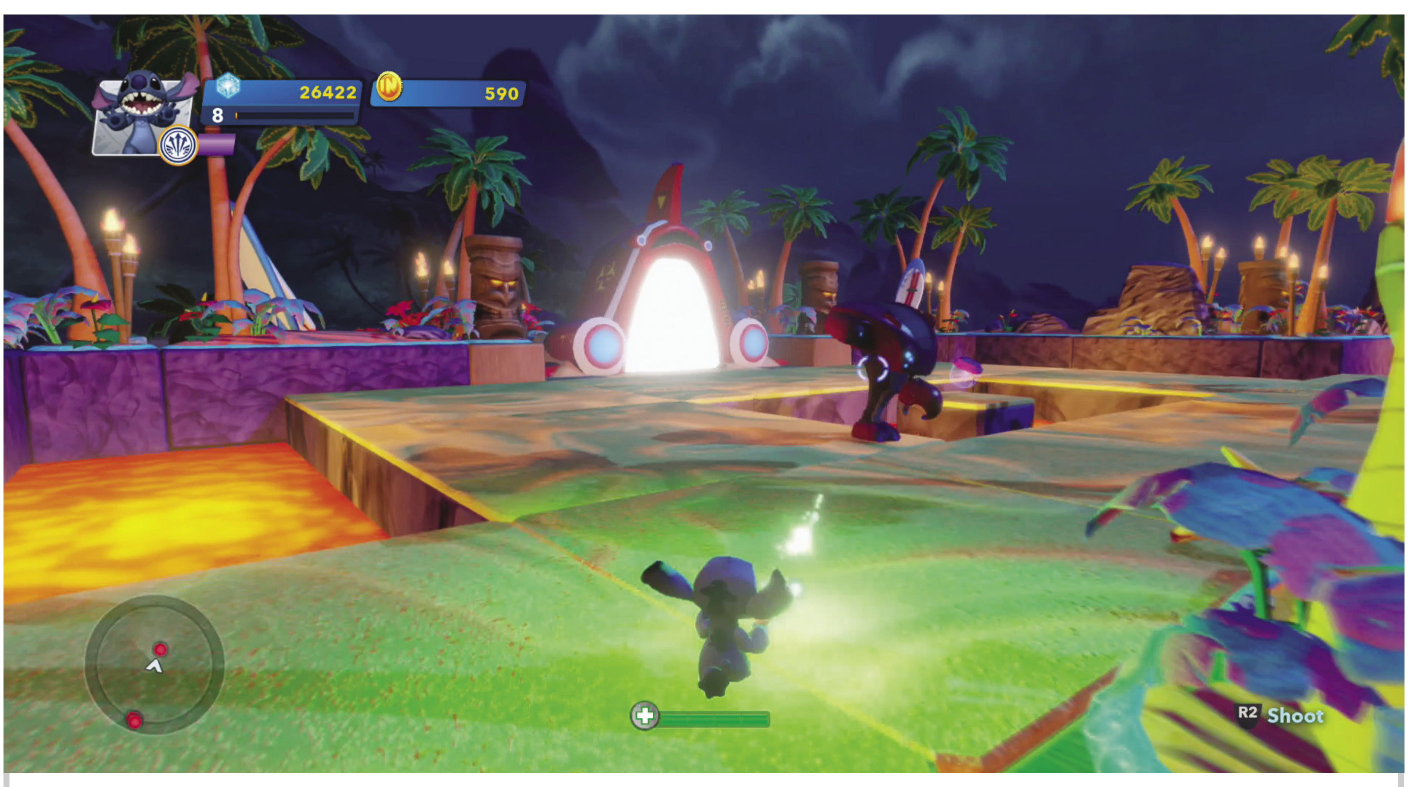
This time you have to defend four stacks. Luckily they are close together in the center of the area.

The area where the stacks are located is surrounded by a low wall with only four openings. These chokepoints are great spots for brain freezers. Then spend your remaining money on shooters and cannons to cover the brain freezers. While this is not the greatest defense, it will get you through the first wave so you can collect some coins and get more traps for later waves. The first wave only has small collectors, so collect lots of coins and then if you can afford it, sell back some of those brain freezers and replace them with imploding pineapples. Add some more cannons too. Ideally you should try to get a couple cannons for each stack. Then add imploding pineapples at all the entrances. This may take a few waves until you can afford it, but that is your goal.

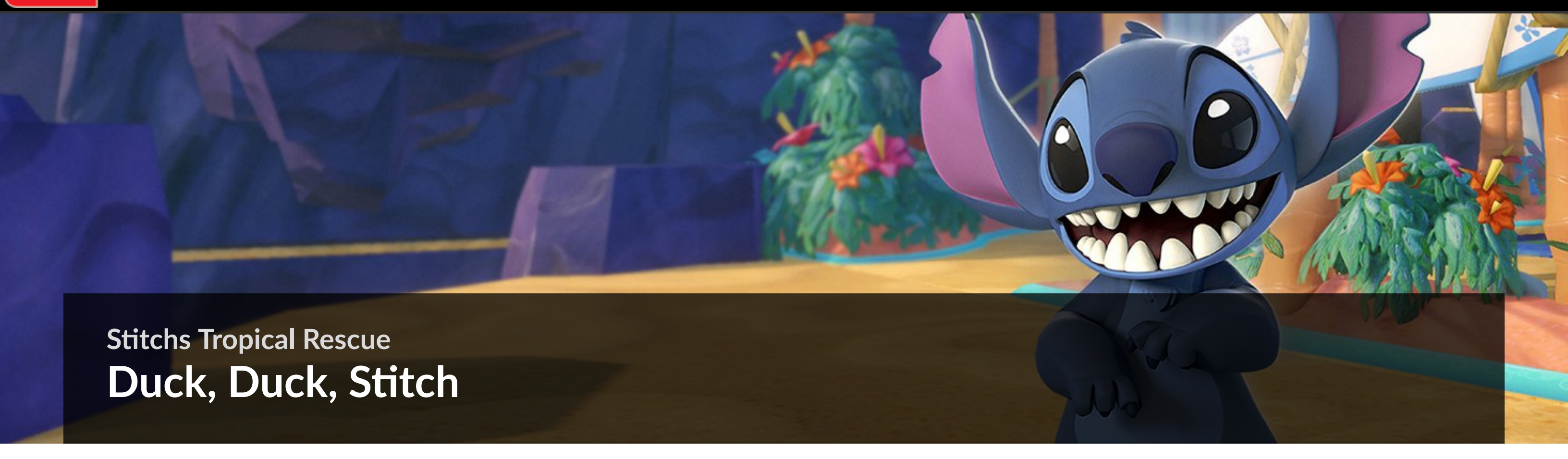


Put imploding pineapples in the entrances and shooters and cannons near the stacks.

Wave 2 adds LT-422s to the attack so those shooters come in handy in shooting them down. Larger collectors make their appearance in later waves and then collectors with ranged attacks. The final wave has everything including four large-ranged attack collectors—attacking in pairs from opposite enemy doors. Get near a pair and then let loose with your character's special move if it causes a lot of damage to quickly defeat them before they can get in range to attack the stacks.

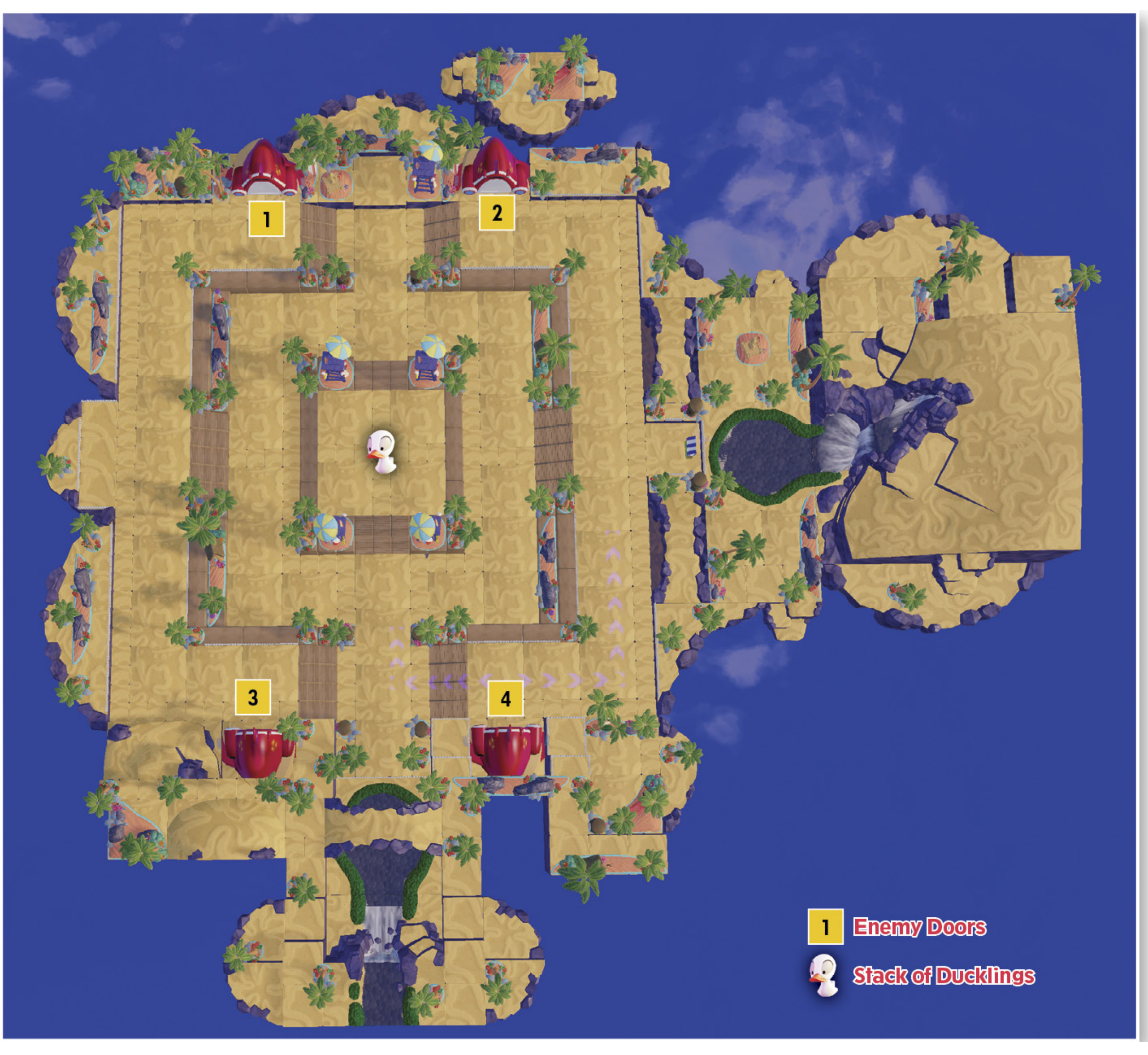


The collectors with ranged attacks don't have to get in close to attack your stacks. So go out and hunt them down.



Stitchs Tropical Rescue

Duck, Duck, Stitch



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella
- Volleyball Net Shield
- Beach Ball Launcher
- Healing Tiki
- Duckling Decoy
- Space Adventure Cannon
- Imploding Pineapple
- Aulani Construction Bulldozer

Enemies

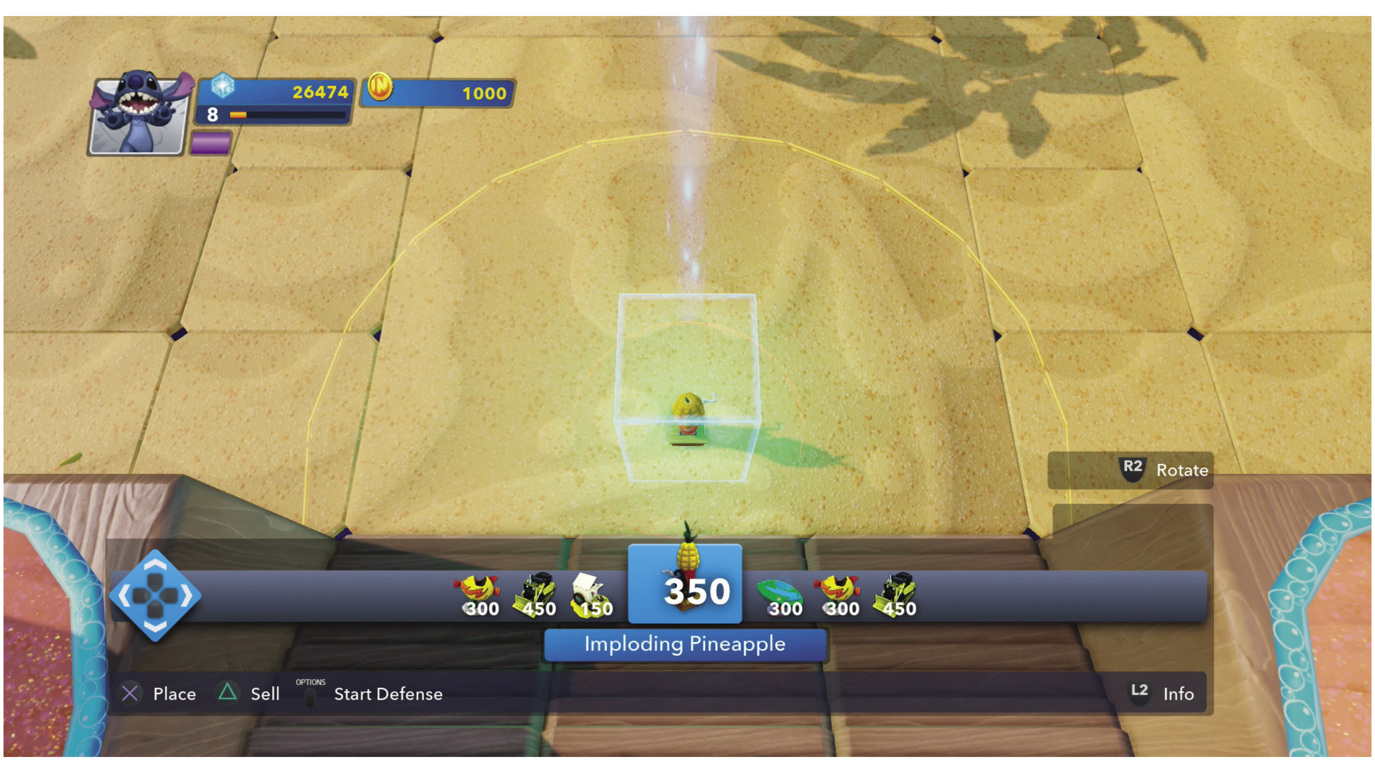
- Collection Unit LT-888
- Collection Unit BG-4021
- Collection Unit BG-5904
- Collection Unit LT-422

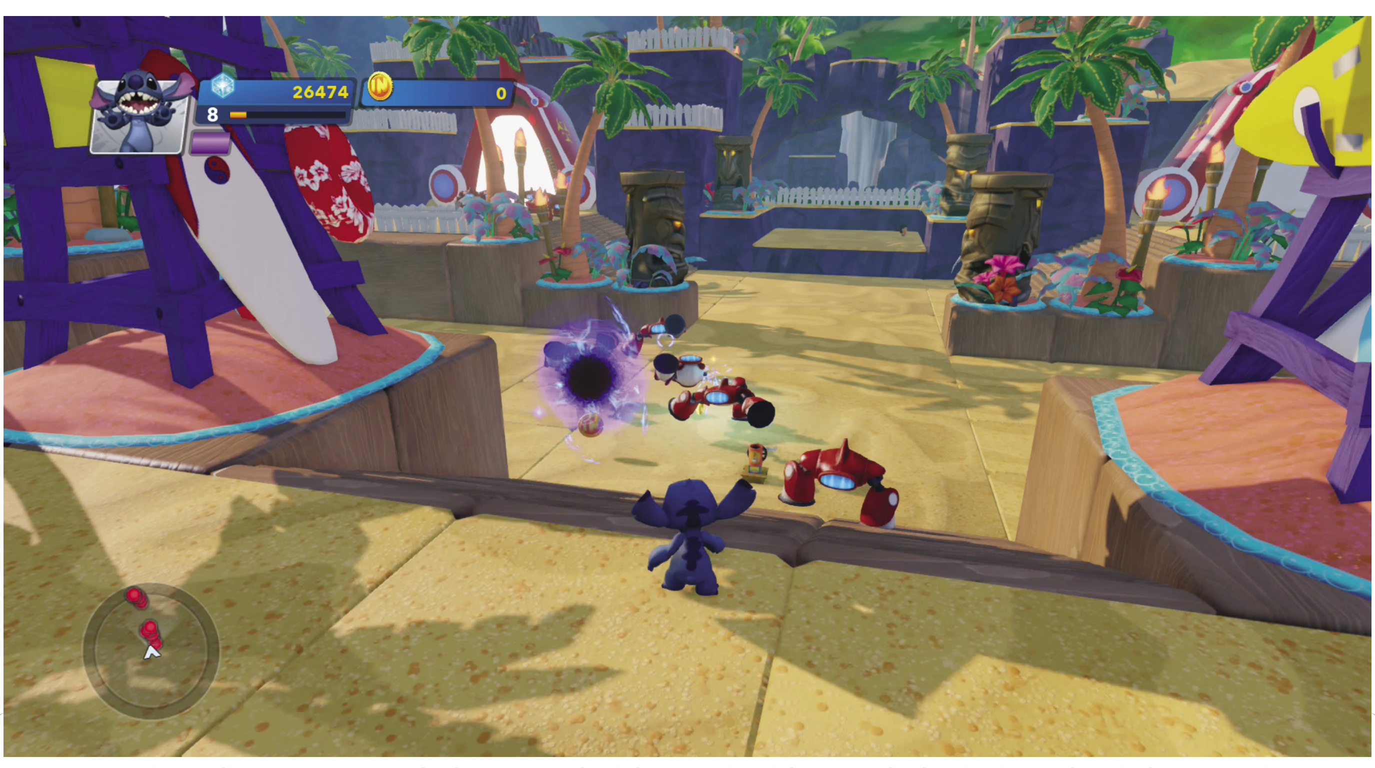
> **Note**
>
> The bulldozer is actually a vehicle that characters can drive around. It is so powerful that just running into an enemy destroys the enemy. While it can cause a lot of damage as it moves through groups of enemies, you have to maneuver it carefully to get around the terrain in this level.

This level has only one stack of ducklings to defend. There are four enemy doors in two different directions. However, the stack is on a raised platform and there are only two flights of stairs that lead up to it. Therefore, you have two access points through which the enemies must move. Use a combination of imploding pineapples, shooters, and cannons to defend the ducklings.

You must protect the final stack of ducklings from power waves of collectors.

You don't have a lot of money at the start. However, spend it on some powerful traps. Place an imploding pineapple at the base of each of the flights of stairs and spend the rest on a cannon to put next to the stack. Then stay on the platform and defend the stack during the first wave. It consists of only small collectors, so you should have little trouble with them. As you can afford it, add a few more cannons to the platform around the stack of ducklings to protect them from the flying LT-422s and collectors that get up the stairs.





Place an imploding pineapple at the base of each flight of stairs right from the beginning. When it detonates, it can destroy an entire group of enemies.

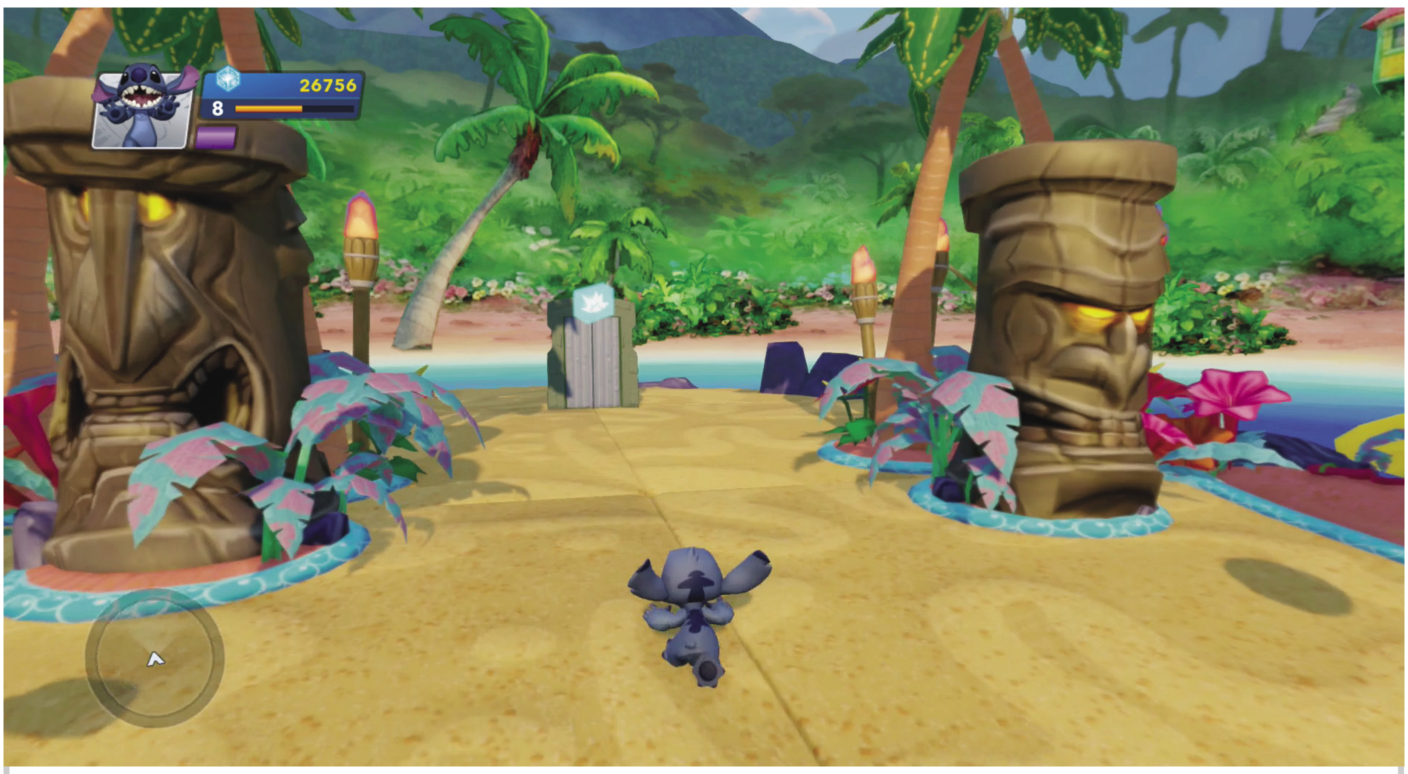
Larger collectors join the attack during the second wave. As you can afford it, place a second imploding pineapple at each staircase. Sell the first and then position them next to each other so they block the stairways. If you do this, few if any enemies will get up onto the platform in wave 3. Collectors with ranged attacks join in later waves. You may have to go out and fight them if they don't get in close enough to the imploding pineapples. Meanwhile build several cannons on the platform around the stack of ducklings since these waves have some LT-422s fly in and attack as well. The final wave throws everything at you. Stay on the platform and deal with anything that gets near the ducklings. However, with your imploding pineapples, you may only have to deal with a few of the enemies that get up the stairs. Your defenses will do most of the job for you. After you defeat this final wave, you have completed all of the levels in Stitch's Tropical Rescue.

Stay up on the platform to protect the ducklings from those enemies that get in close to attack.

Stitchs Tropical Rescue

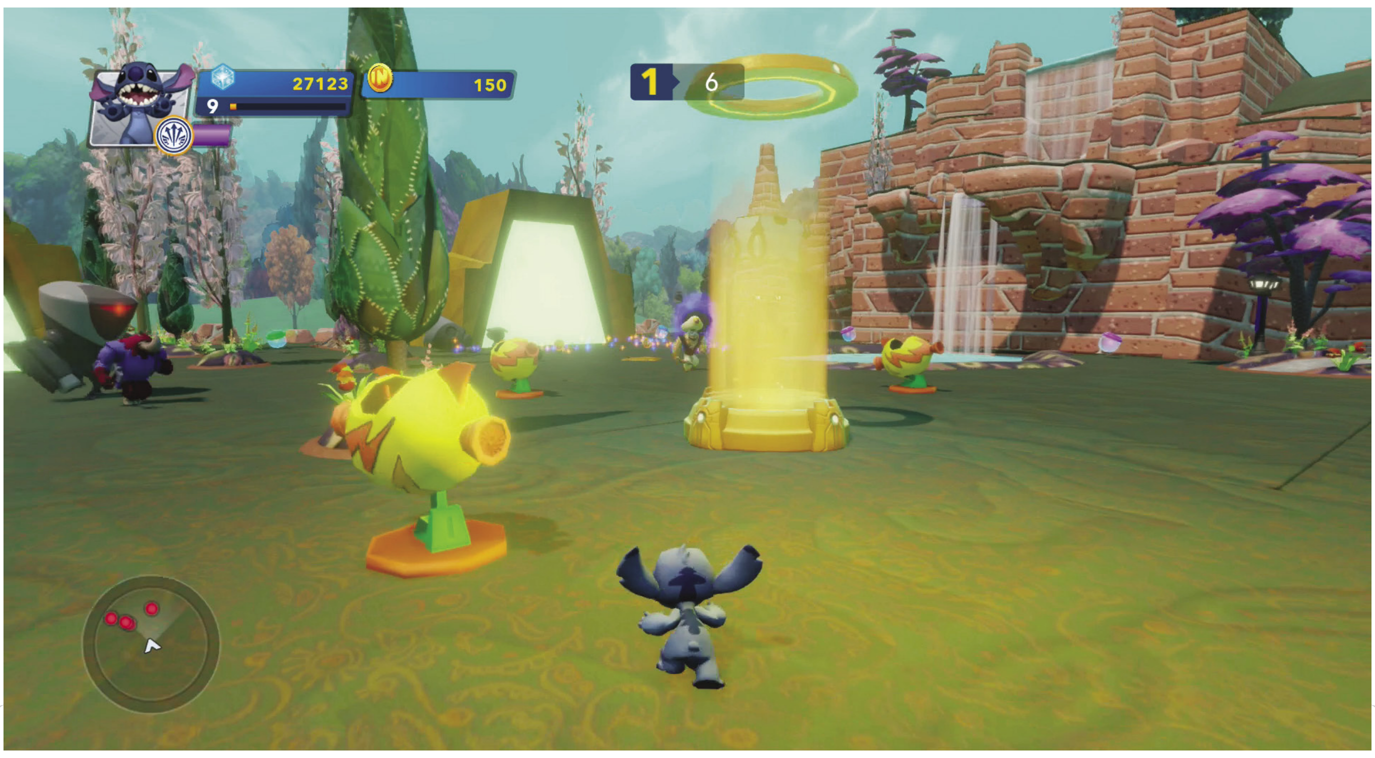
Defense Survival Mode

After you complete the first level of Stitch's Tropical Rescue, you unlock the Defense Survival Mode. This is a game that is not themed after Stitch's Hawaiian paradise. Instead, it uses various themes from the Toy Box and even changes themes as you advance through the levels. You have access to any traps you have already unlocked in either Stitch's Tropical Rescue or Assault on Asgard. In addition, you can use both Disney Characters as well as Marvel Characters—including Team Up Power Discs!



This door takes you to the survival mode for this Toy Box Game.

In survival mode, you have four different treasures to defend. There are six enemy doors, but they don't all open until later waves. You must fight off wave after wave of enemies until all of your treasures have been destroyed. As you lose one, sell back the traps around it and move it to your others treasures. You face all types of enemies. They come from different Play Sets and are the enemies available for unlock or purchase in the Toy Store. So you may be fighting collectors, outlaws, pirates, and even monsters. The objective is to see how many waves you can survive before losing all of your treasures. Use the same strategies as you did in the Stitch's Tropical Rescue levels and you should do well. Good luck!



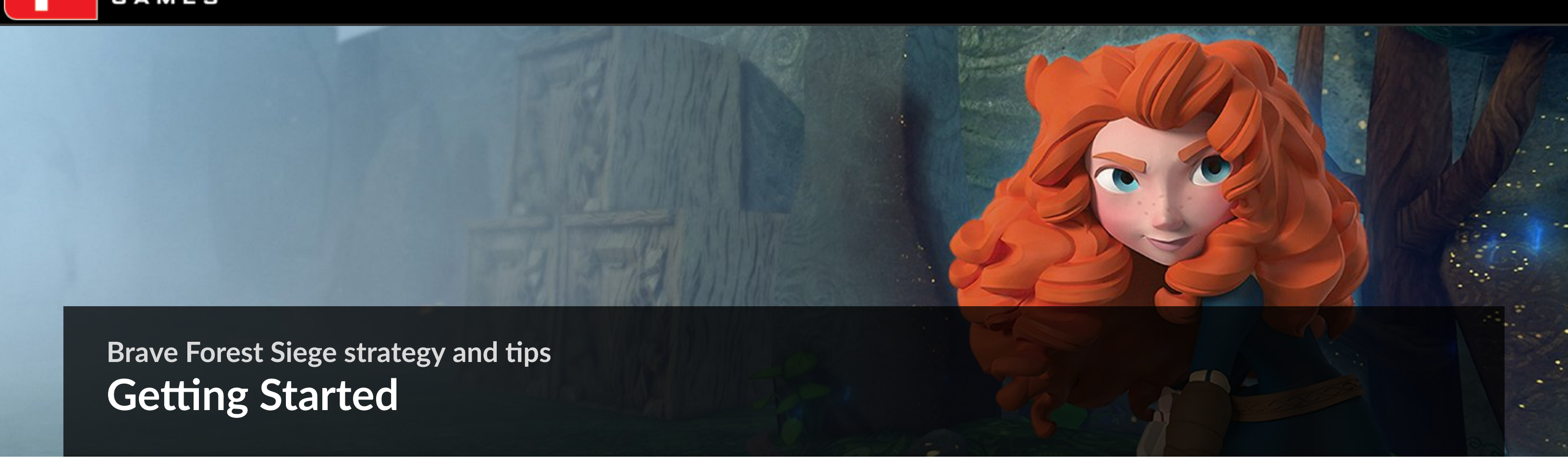
The theme of the survival mode changes every few levels. However, the game stays the same.

Brave Forest Siege strategy and tips

Brave Forest Siege

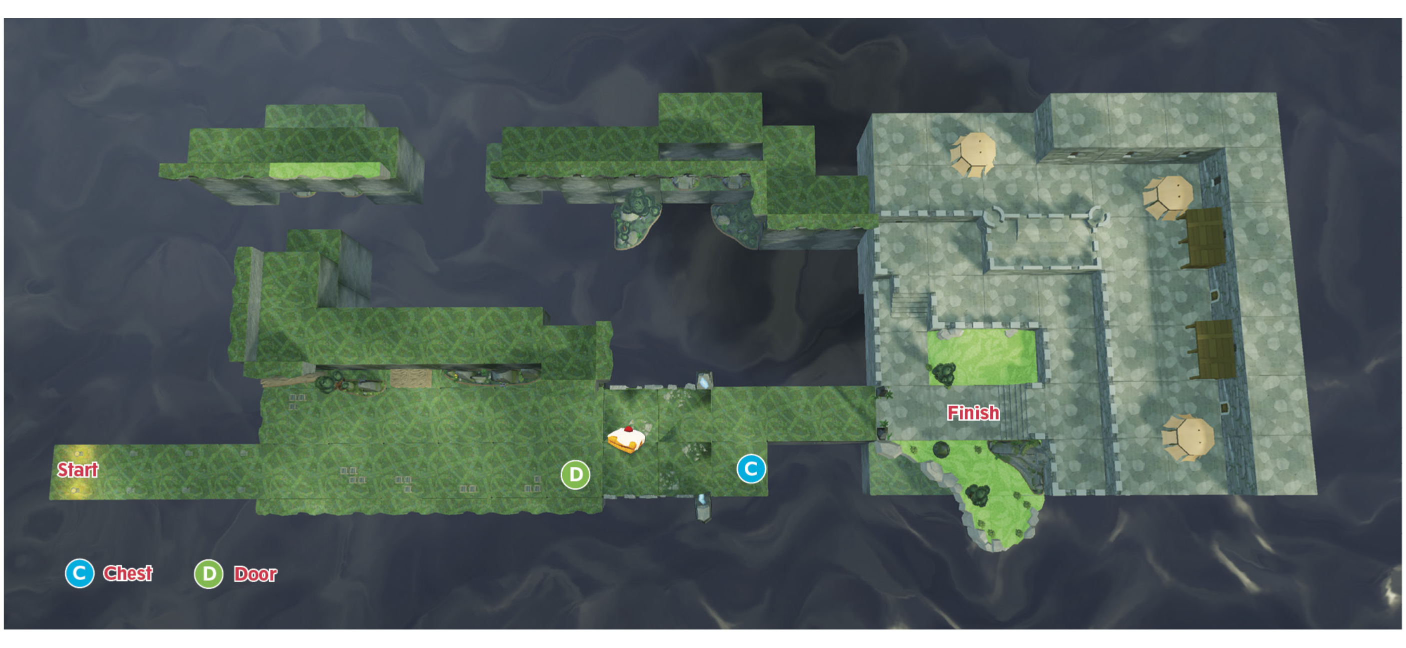
Brave Forest Siege is another of the Toy Box Games included with *Disney Infinity: Toy Box 2.0 Edition*. To play it, just place the hexagonal Power Disc onto the Disney Infinity base and you gain access to this game. Brave Forest Siege is essentially a Toy Box dungeon crawler with a theme from DunBroch and the movie *Brave*.

Merida's brothers, the Triplets, have stolen cakes from the Witch. She is not very happy about this and sends out her wooden bear carvings to go after the boys as well as the cakes. Your character must go out into the forests of DunBroch to collect the cakes for the Witch to save Harris, Hubert, and Hamish from the Witch's wrath.

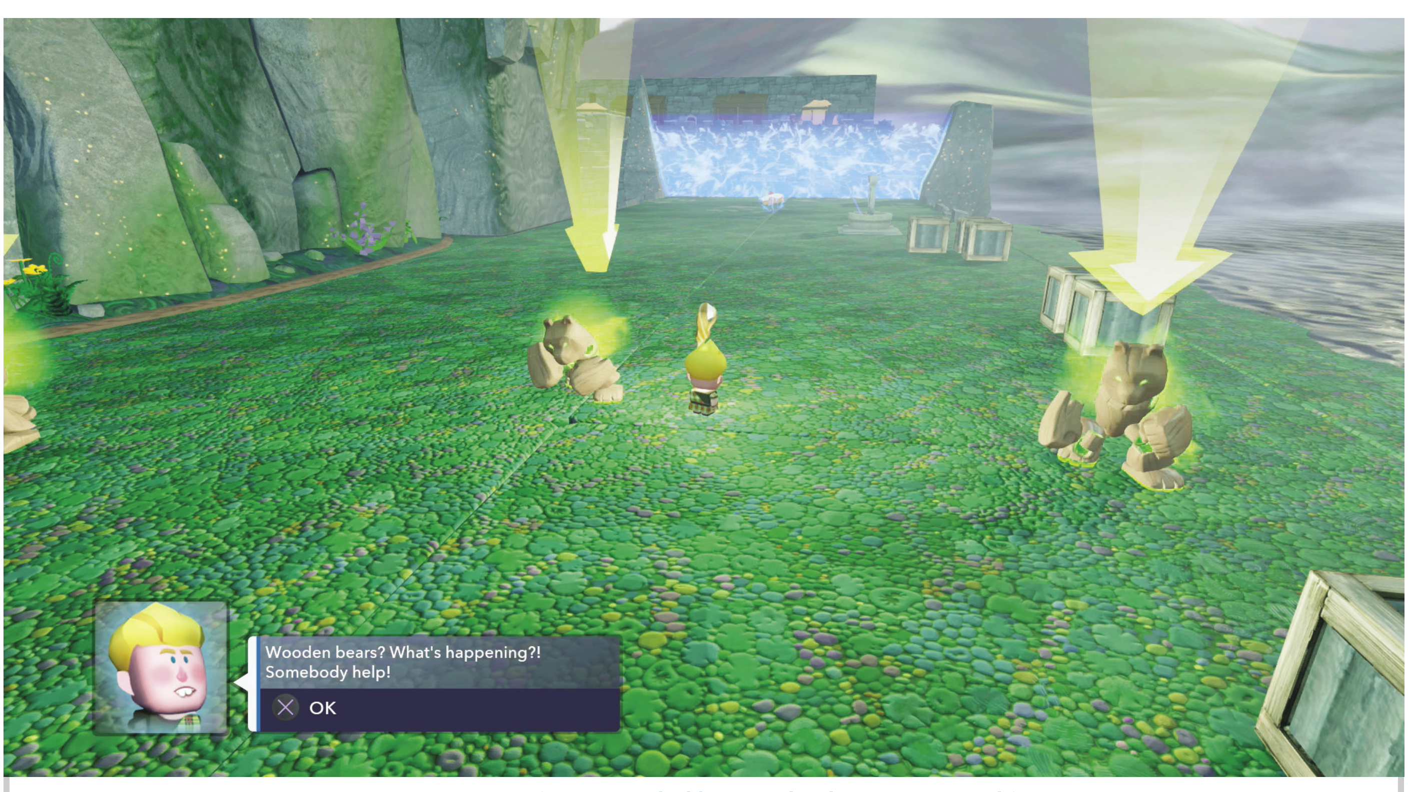


Brave Forest Siege strategy and tips

Getting Started



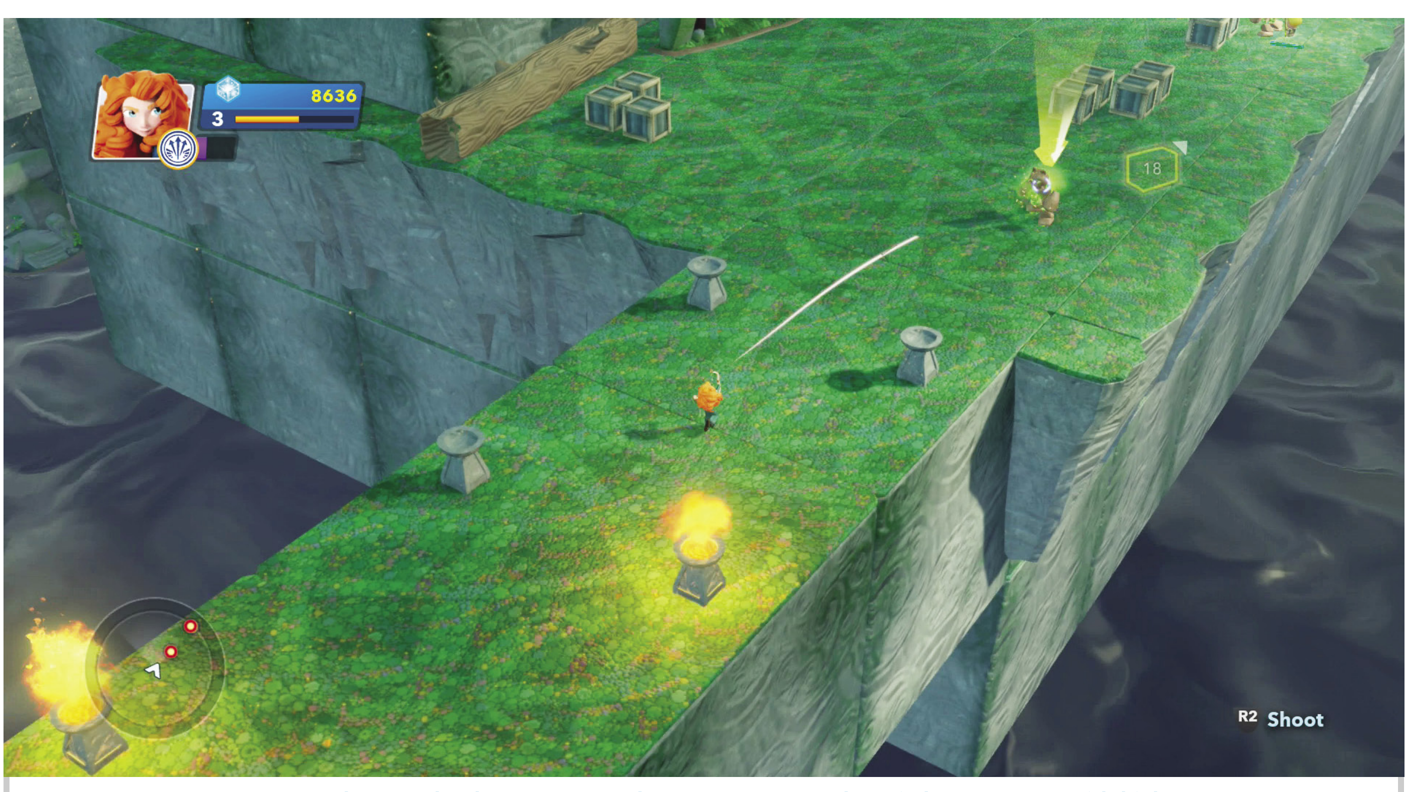
When you play Brave Forest Siege for the first time, you are put right into the introduction level. This is a tutorial to help you learn how to play the game. You start off right in the middle of the forest. As the character you have selected, and placed on the Disney Infinity base, you have to save a townsperson as your first mission. After learning the controls from the on-screen instructions, move forward and defeat three wooden bears.


Wooden bears? What's happening?! Somebody help!

A townsperson is surrounded by wooden bears. Go save him.

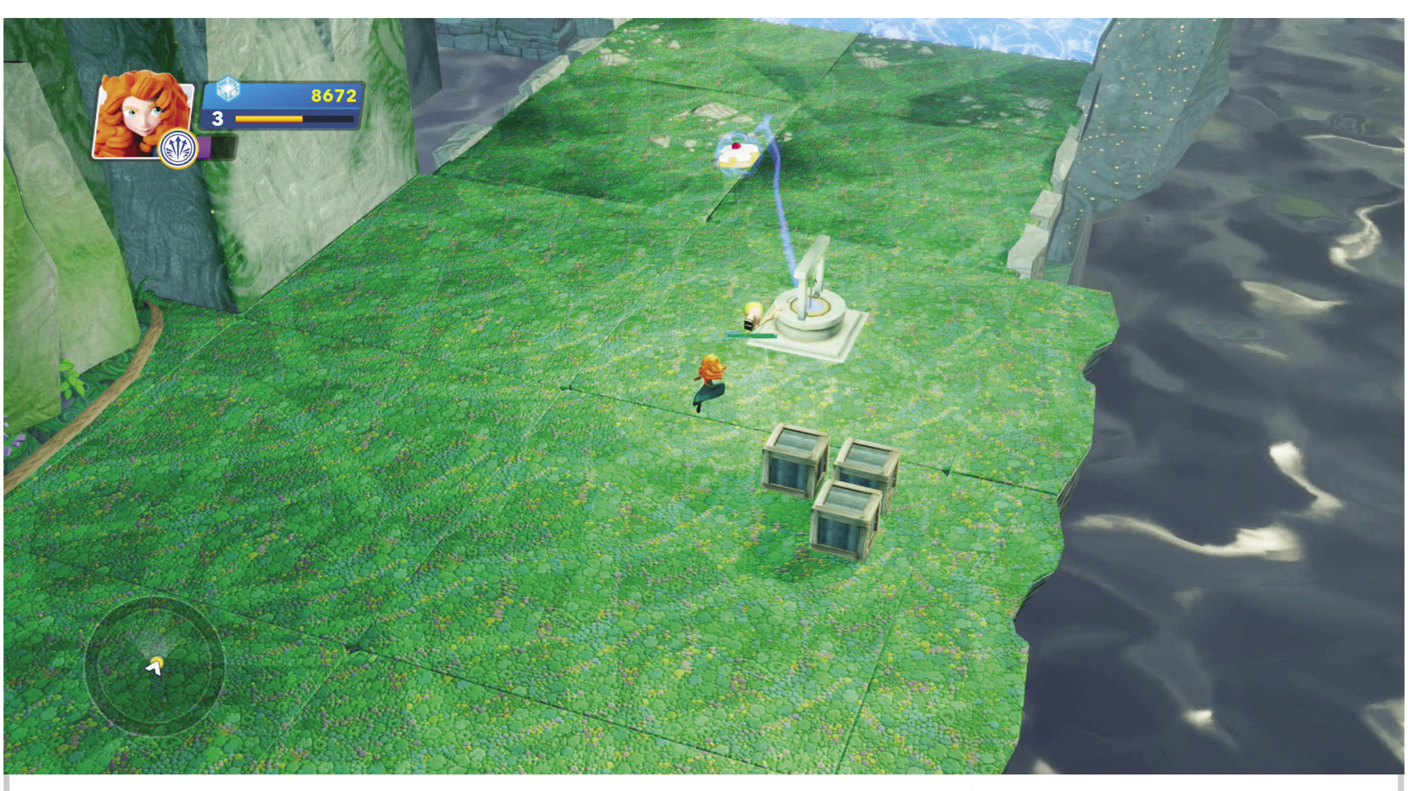
Tip

One of the cool features of this game is the ability to zoom the view in and out. Since these levels are huge, and some enemies have ranged attacks, it is a good idea to zoom out as you move about, then zoom in during combat if needed.



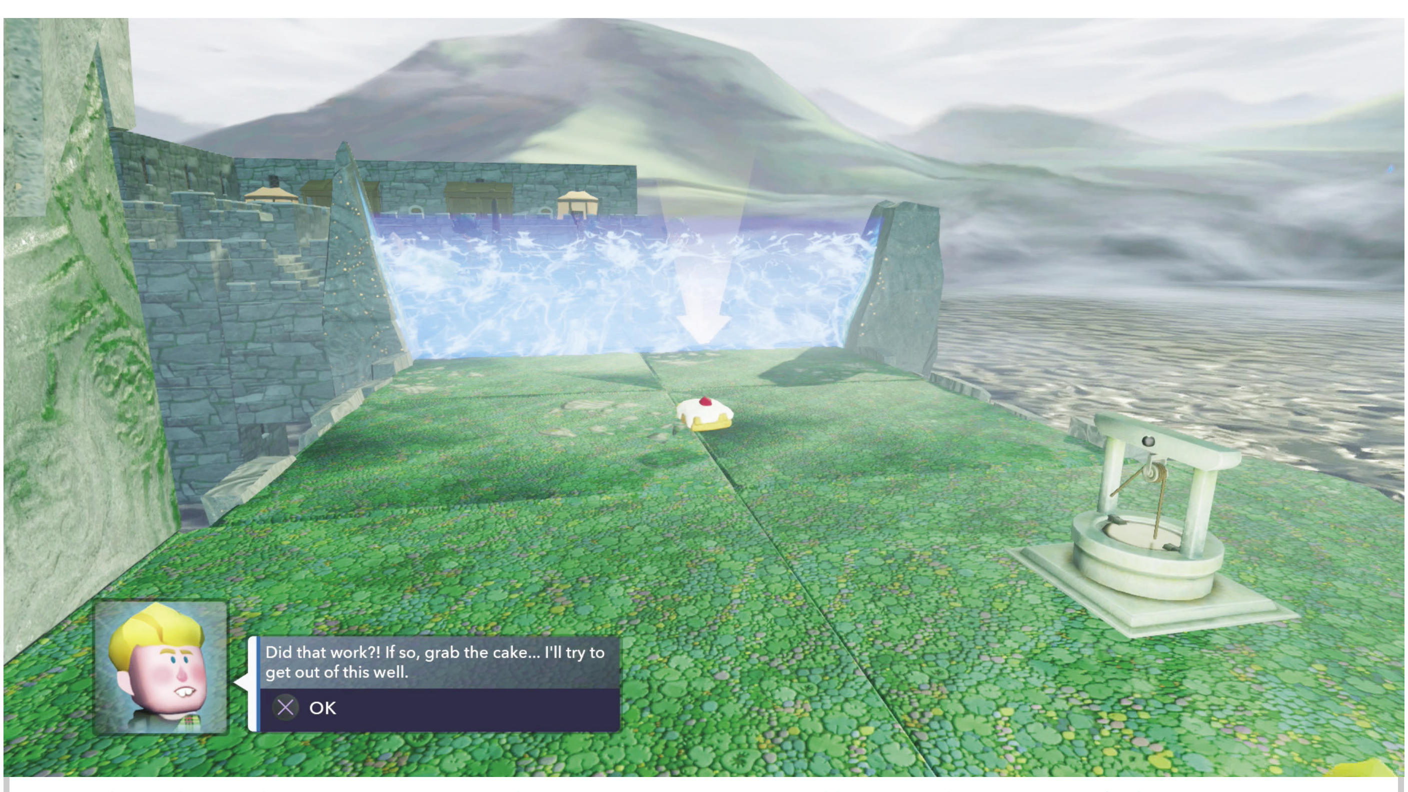
Go after the wooden bears to save the townsperson who will become your sidekick.

After defeating the wooden bears, the townsperson becomes your sidekick. A sidekick can be very useful in this game. They follow you around and will automatically attack enemies. In addition, they can get into small spaces and find items or complete tasks. Shortly after gaining your sidekick, you need to use him to help remove a spell. Pick him up and throw him through a door in a well. He then removes the spell protecting a cake, which you need to continue.



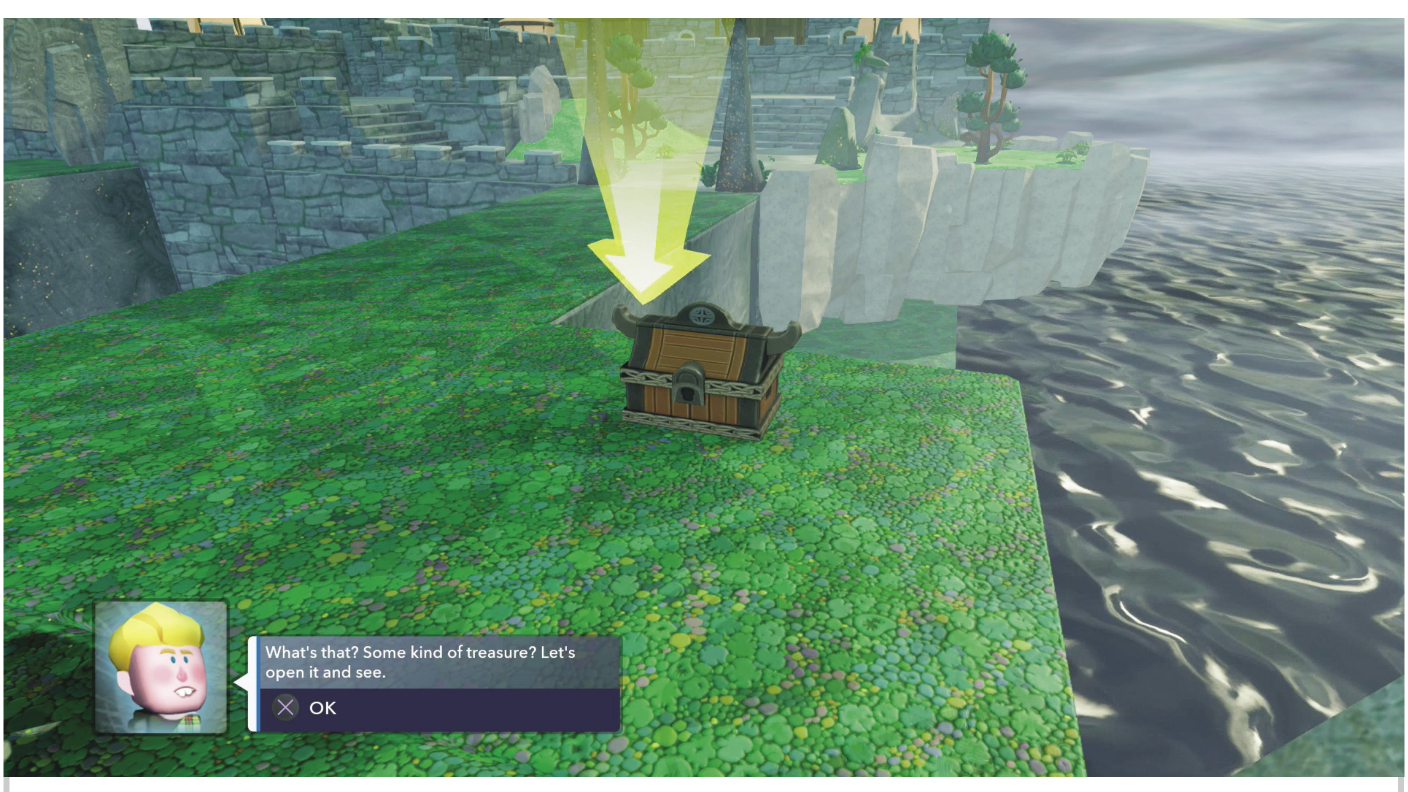
Pick up and throw sidekicks into these doors to do things you can't do on your own.

The Witch has placed magical barriers in the forests. Therefore, in order to advance through the forest, you need to find her missing cakes. Most are protected by some sort of spell. You need to figure out how to remove the spell in order to get them. Your sidekick can come in handy like he did for the first cake. Walk over to the cake and the magical barrier blocking your path will be removed and you can continue.


Did that work?! If so, grab the cake... I'll try to get out of this well.

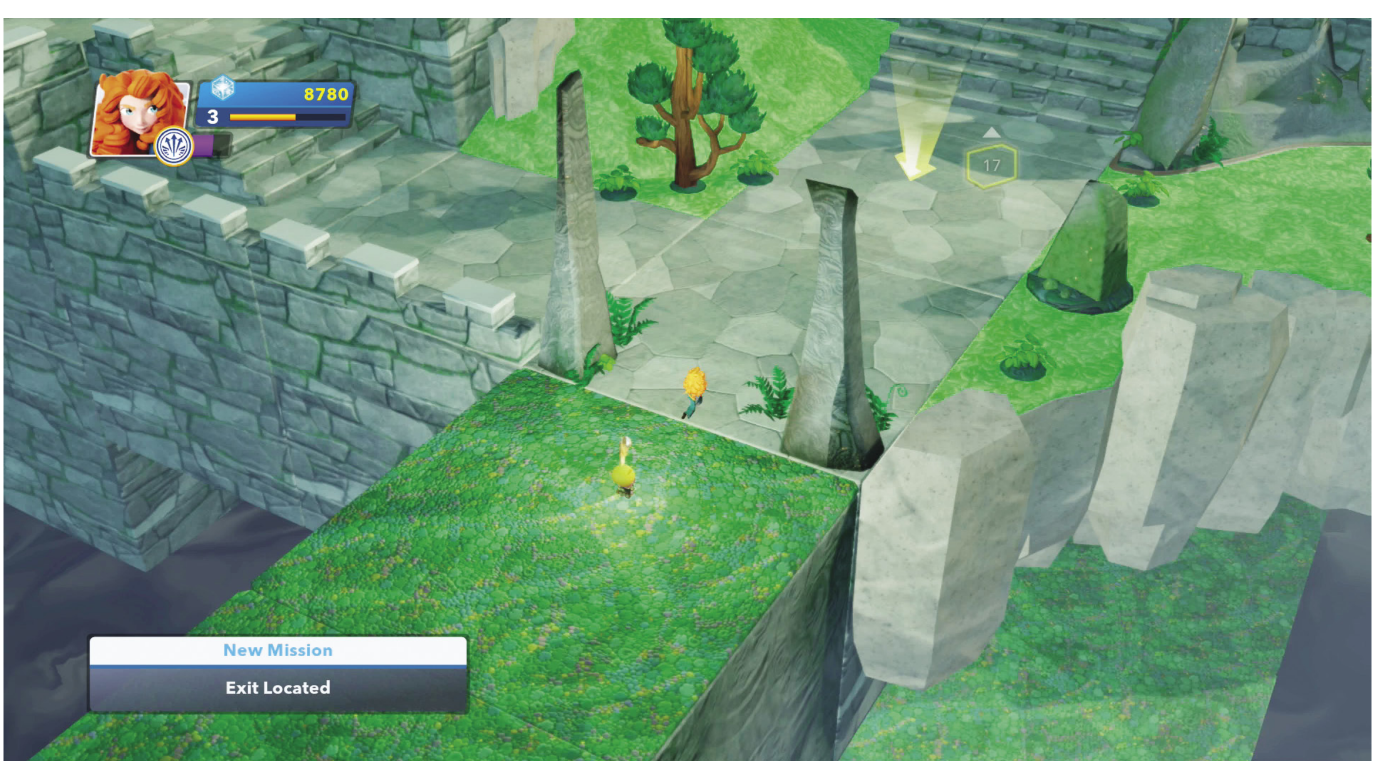
Look for these cakes to remove magical barriers. Most are protected by spells that you must find a way to remove.

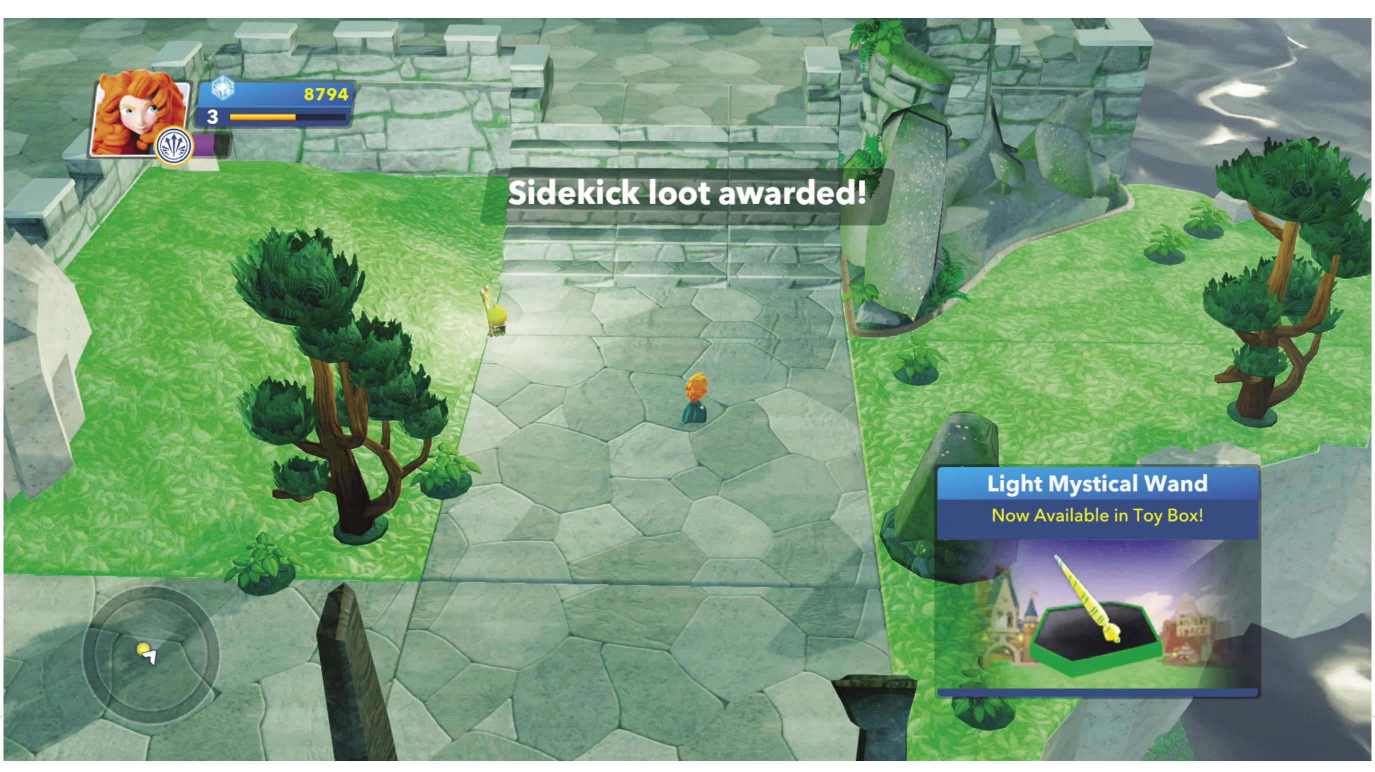
As you are advancing through the forests of DunBroch, you can find loot chests. Attack them to break them open and you receive some type of loot for your sidekick or even Sparks. Collect all of the loot that you can find and then you are awarded it at the end of the level. There are different types of loot, which you can use to outfit your sidekicks. These loot chests are scattered about the forests and are often not on the direct route to your objectives. Therefore, you need to do bit of exploring to find them all.


What's that? Some kind of treasure? Let's open it and see.

Look for these loot chests and break them open to find some sidekick loot.

Your goal for each level is to find the cakes and get to the exit. Once you have removed the magical barriers in your path and made your way clear across the level, you come across a stone gate leading to a castle. This is the exit and represents the end of the level. Walk through the gate and all of the sidekick loot you have collected will be unlocked and awarded to you. Finally, walk through the magical portal to exit the level.



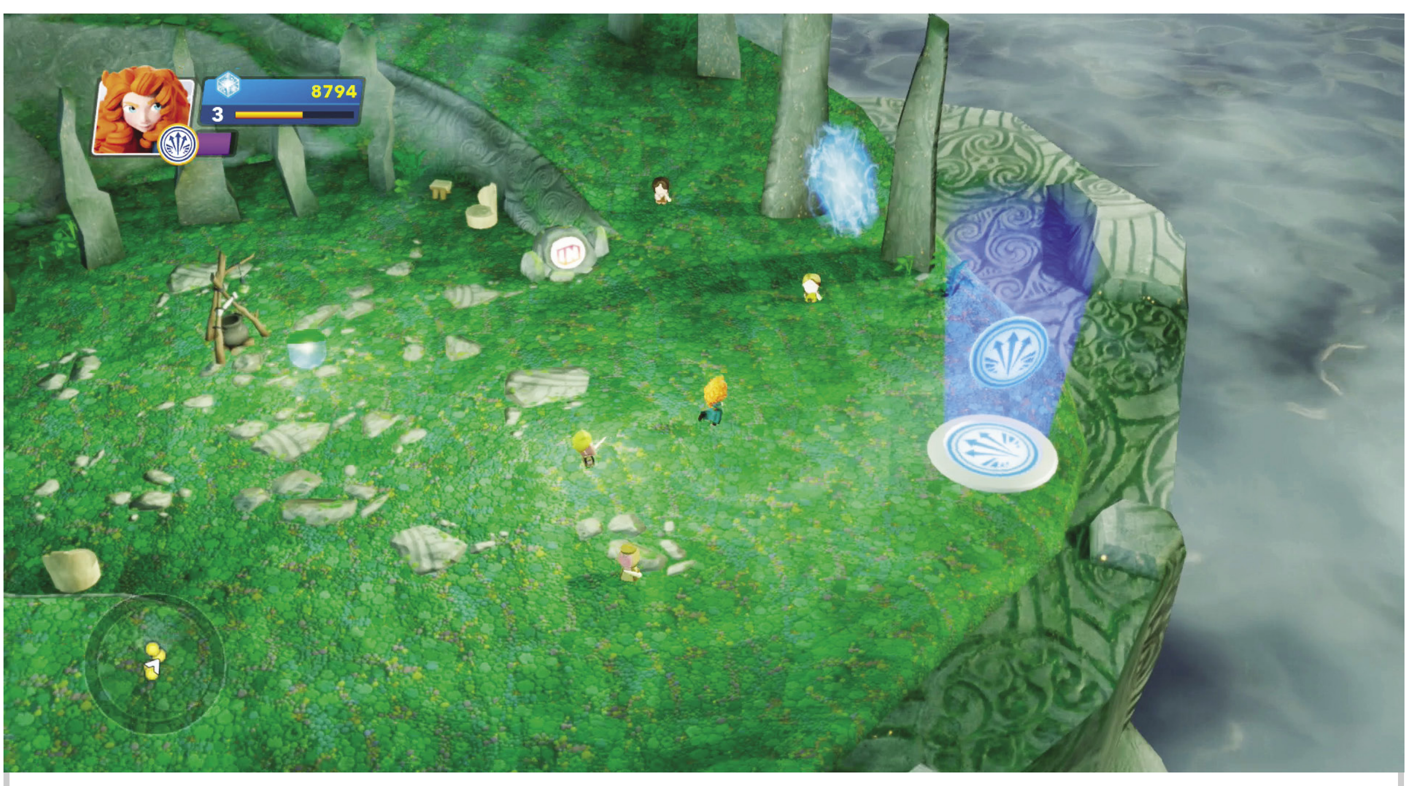


Pass through the exit gate at the end of the level and then all of the sidekick loot you collected will be unlocked.

Brave Forest Siege strategy and tips

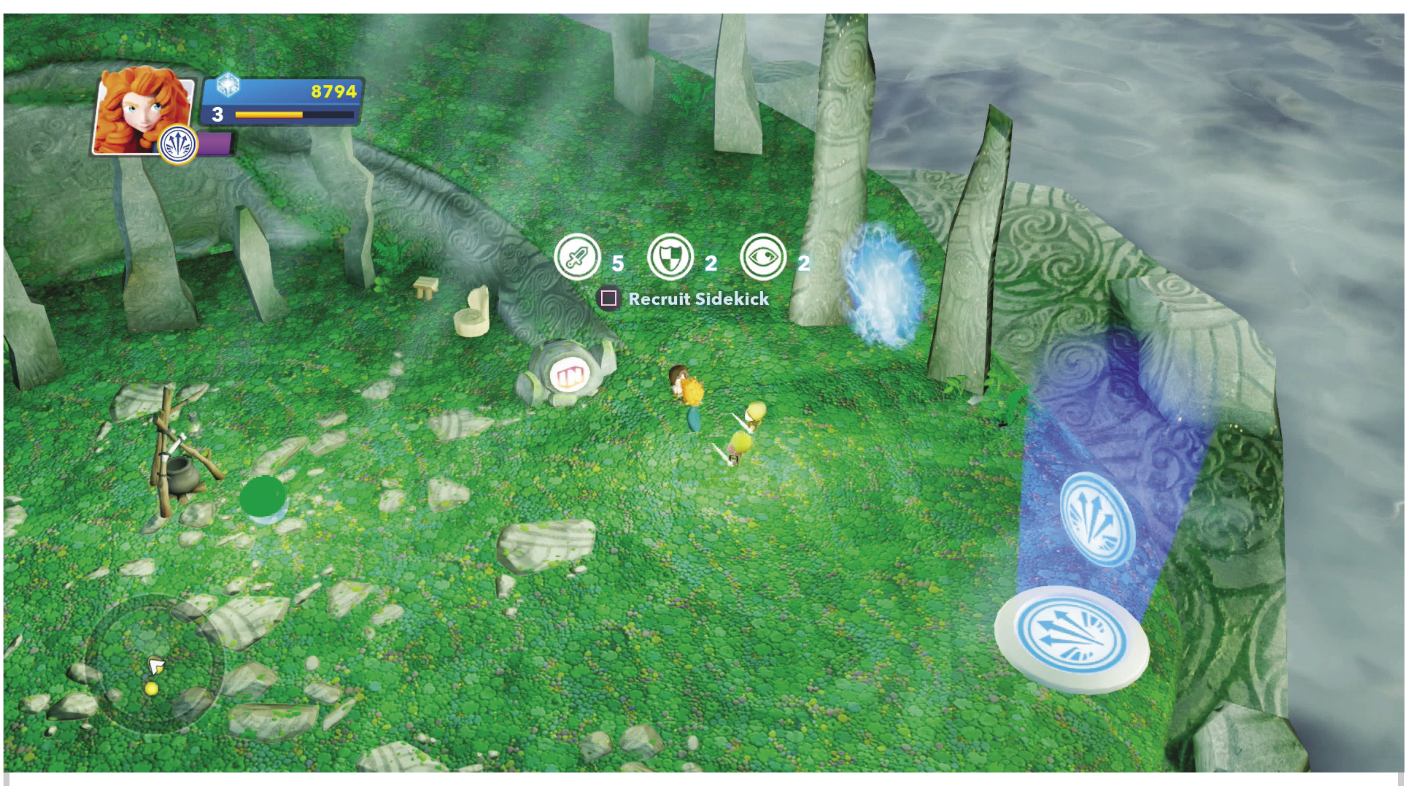
The Hub

Once you complete the tutorial level, the portal brings you to the Hub. At this location, you can do several different things. First you can recruit a sidekick. There are several of these wandering around the Hub area. Once you find a suitable sidekick, you can outfit them. Then you can enter one of the doors to explore one of the different parts of the forest.



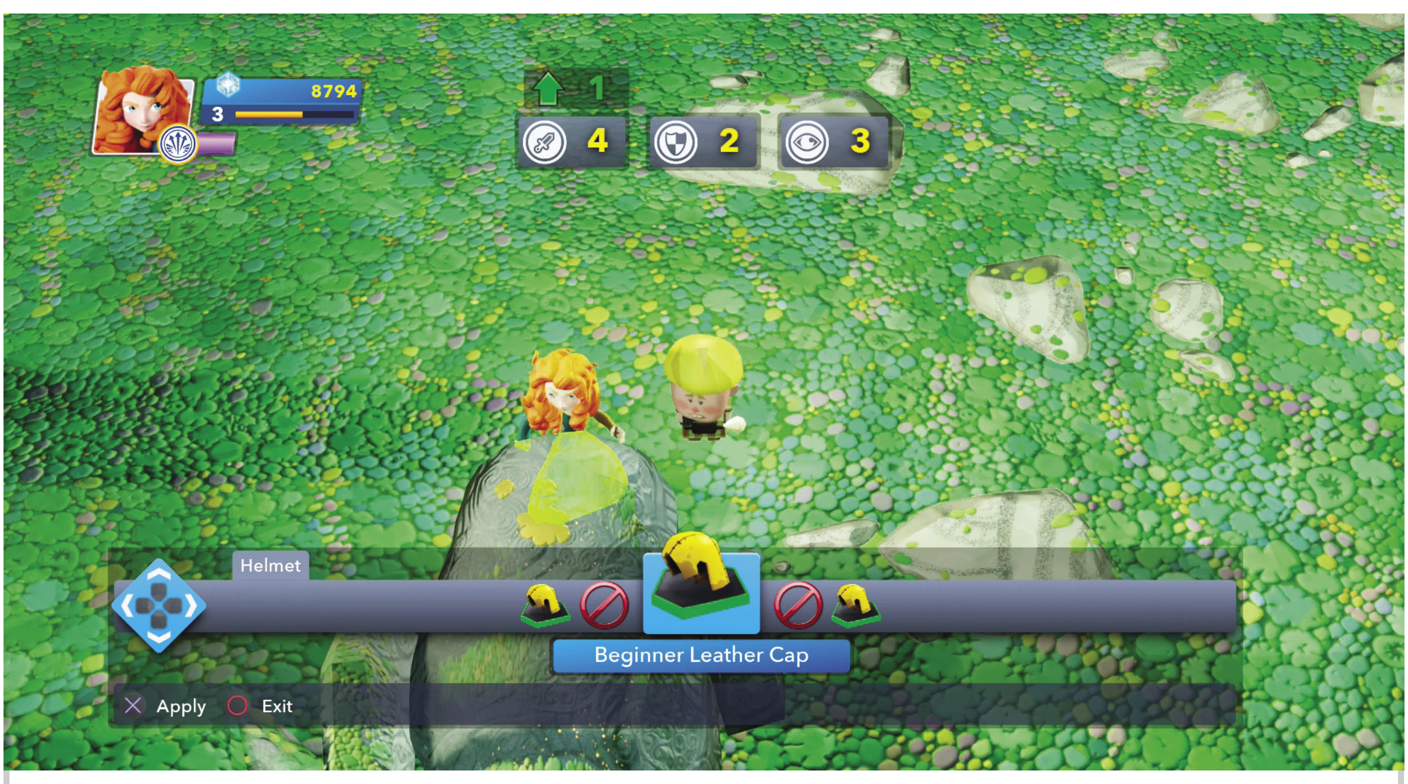
The Hub is where you pick and outfit sidekicks to help you explore the forest to find the cakes for the Witch.

There are several different sidekicks in the Hub. As you approach one, the sidekick's stats will appear over his or her head. Each sidekick has three different stats that consist of an icon and a number. The sword icon and number show you how much damage or healing the sidekick can inflict. The shield icon and number indicate how much damage the sidekick can take before passing out. Finally, the eye icon and number represent the sidekick's ability to uncover hidden secrets and enter doors.



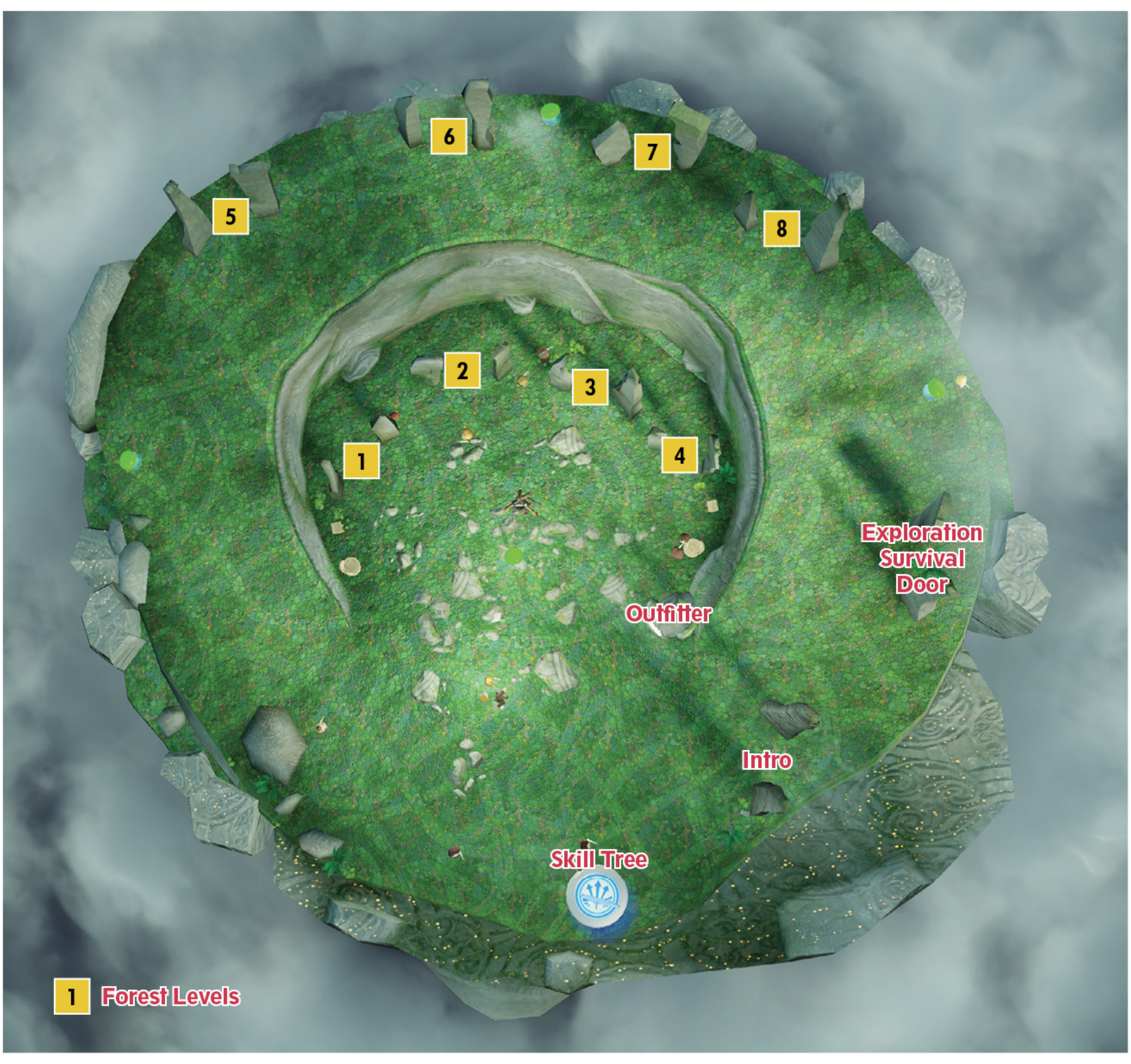
Check out the values of the sidekicks. Recruit one with a good balance of statistics.

Once you have recruited a sidekick, it is time to outfit your new friend. Walk over to the sidekick outfitter and activate it. Here you can assign your sidekick a helmet, a weapon, and some armor. As you explore the forest and open up loot chests, you will unlock more equipment for outfitting your sidekick. The equipment can boost one, two, or even three of your sidekick's statistics and make them more effective.



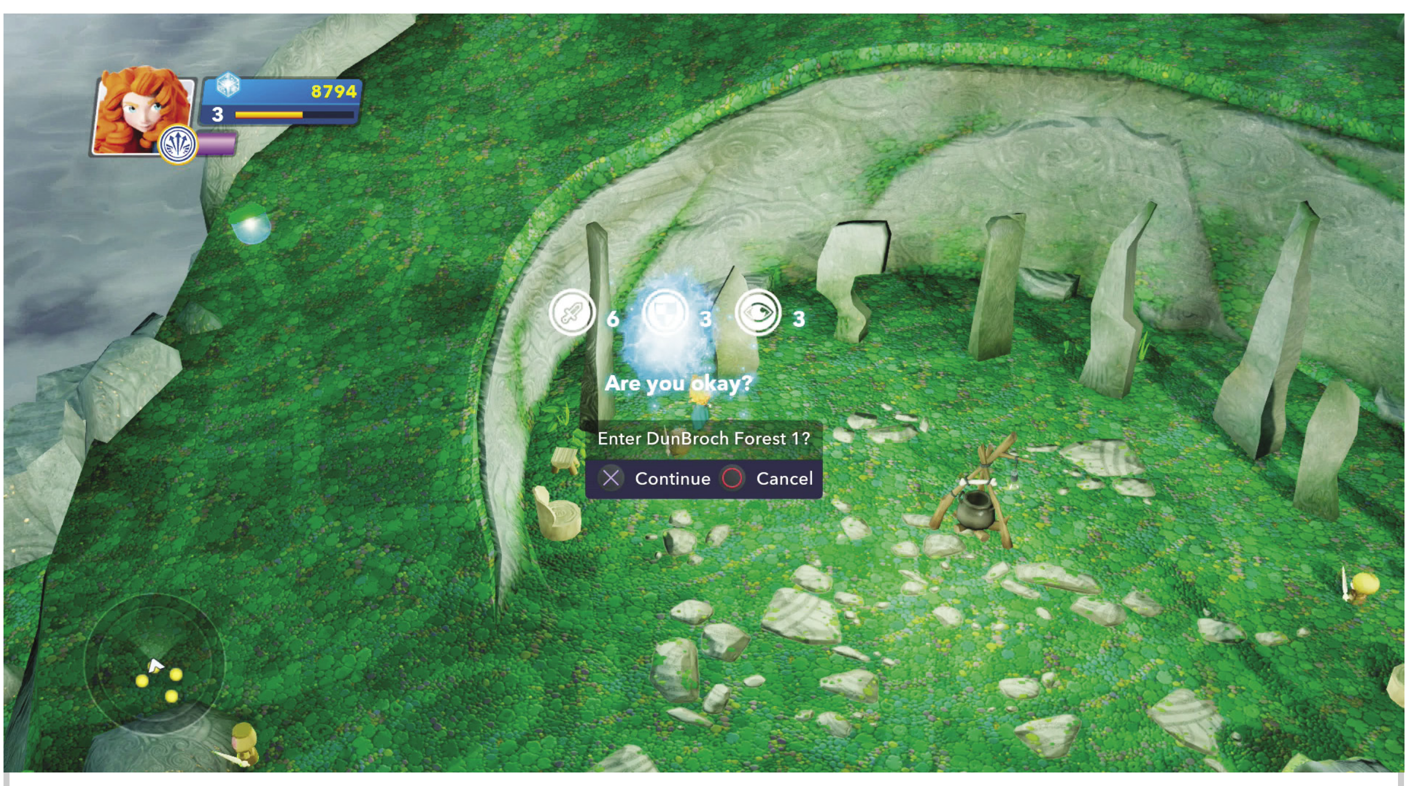
Outfit your sidekick with the loot you have collected while exploring.

Now that you have a fully outfitted sidekick, you are ready to explore the forest. After finishing the tutorial, the doorway to DunBroch Forest 1 is unlocked. After you complete that forest, you unlock the doorway to the next forest. You must explore all eight forests to find all of the Witch's cakes.



Tip

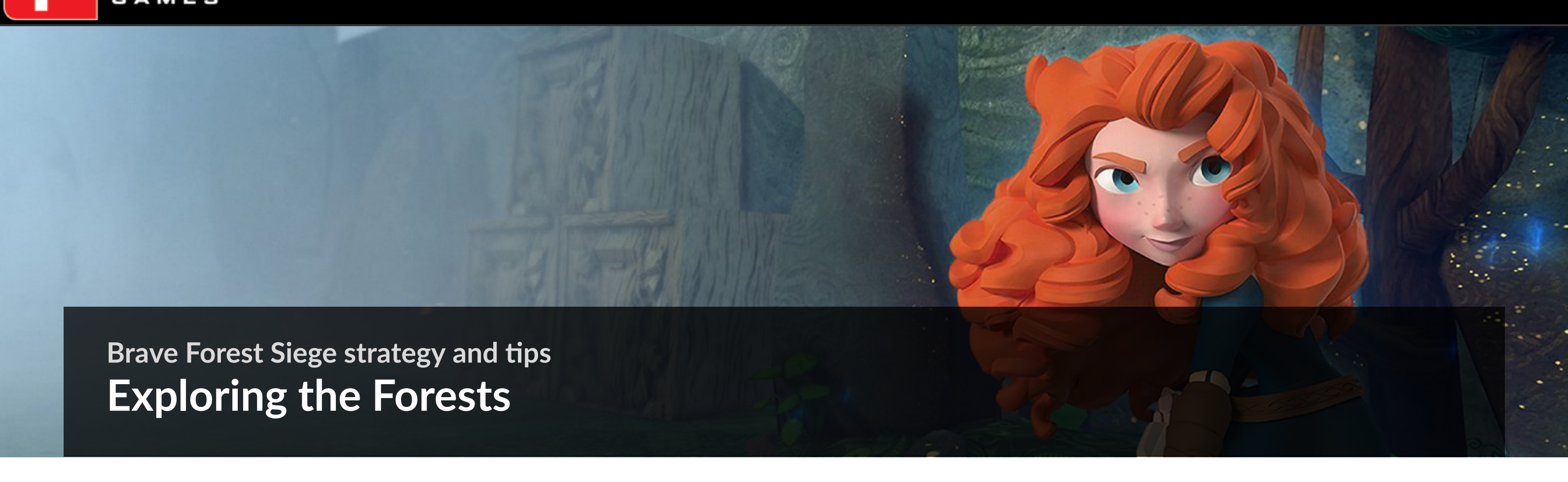
There is a Skill Tree pad located in the Hub. After leveling up your characters while exploring the forests, be sure to spend those skill points to make your characters more powerful and to unlock some new moves or attacks.



Are you okay?

Enter DunBroch Forest 1?

Enter the doors that you have unlocked to explore the eight forests. Find all of the cakes in each of the forests so the Witch will leave the Triplets alone.



Brave Forest Siege strategy and tips

Exploring the Forests

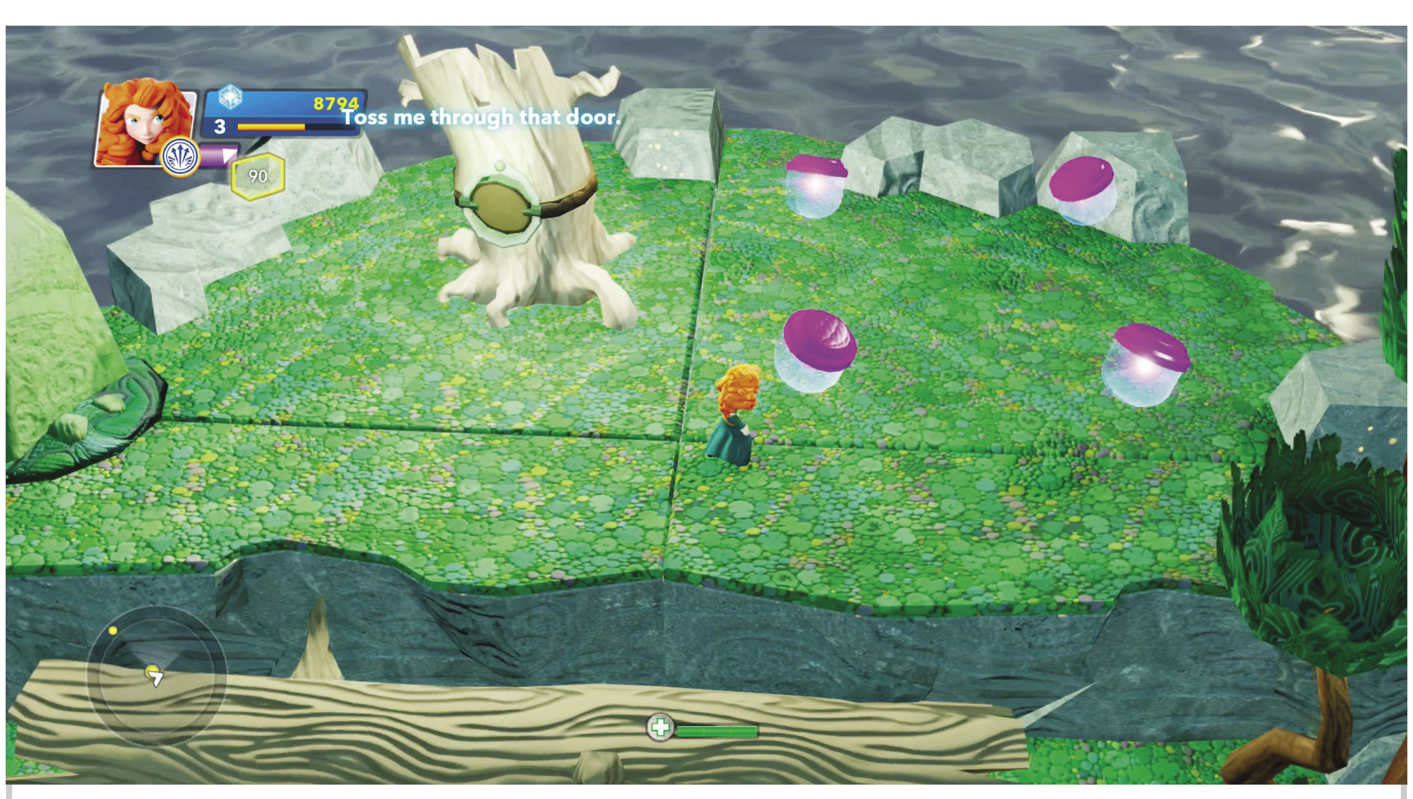
The main part of the game consists of exploring the forests. Your objectives in the forests are to collect cakes, get to the exit, and find as much loot as possible. In order to get through each forest, you need to find several cakes in order to remove the magical barriers that block your progress. Along the way, defeat a lot of enemies to earn all colors of Sparks.

ENTRANCE AREA

When you first enter a forest you are in an entrance area. There is a sidekick outfitter here in case you want to make any last-minute equipment changes, plus there are doors for throwing your sidekick into and Spark capsules lying about. Look around this area and get some goodies while you wait for the level to be created.

Tip

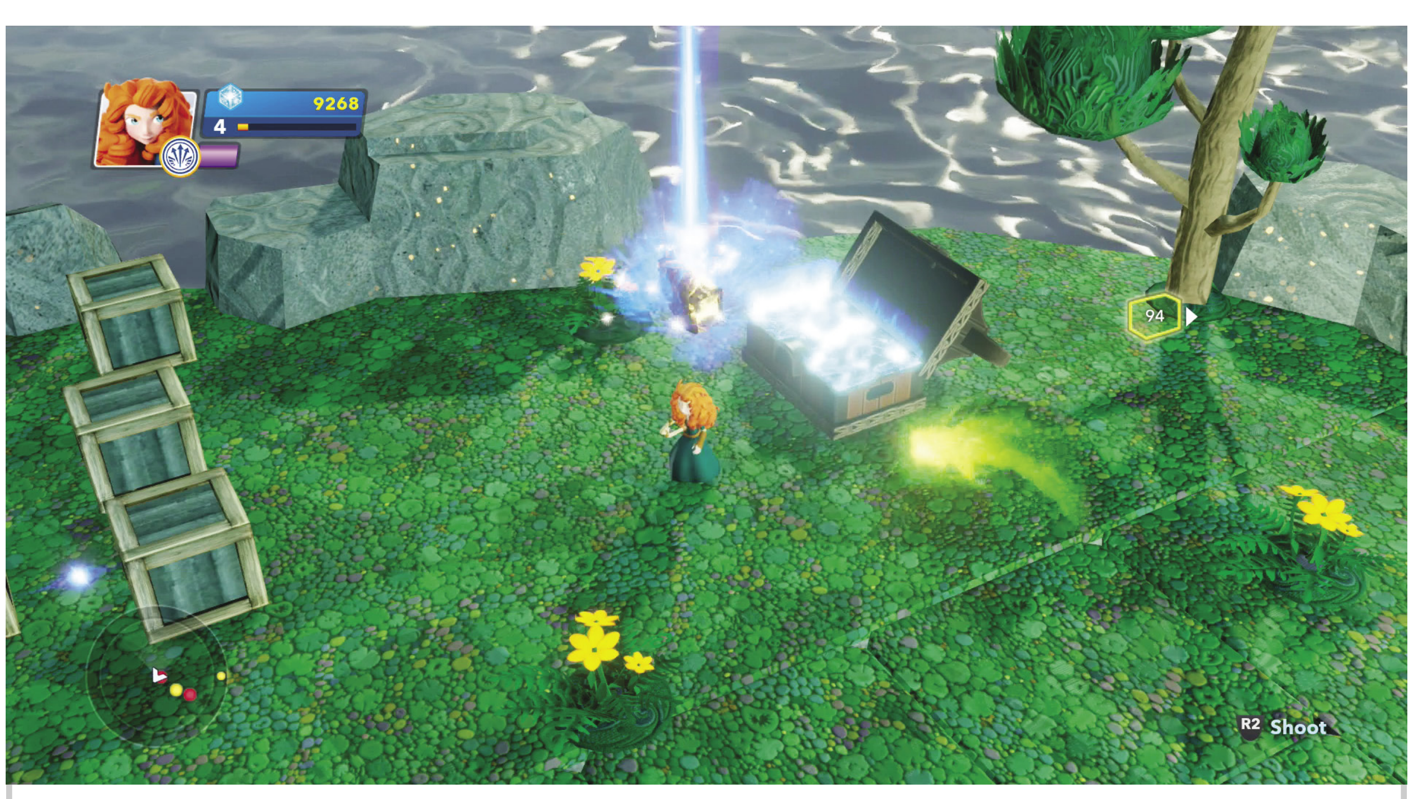
If you have a new character and want to level them up quickly, use that character to play the first forest of the Brave Forest Siege. You fight a lot of enemies and can easily level up a couple times while also earning blue Sparks for purchasing toys in the Toy Store.



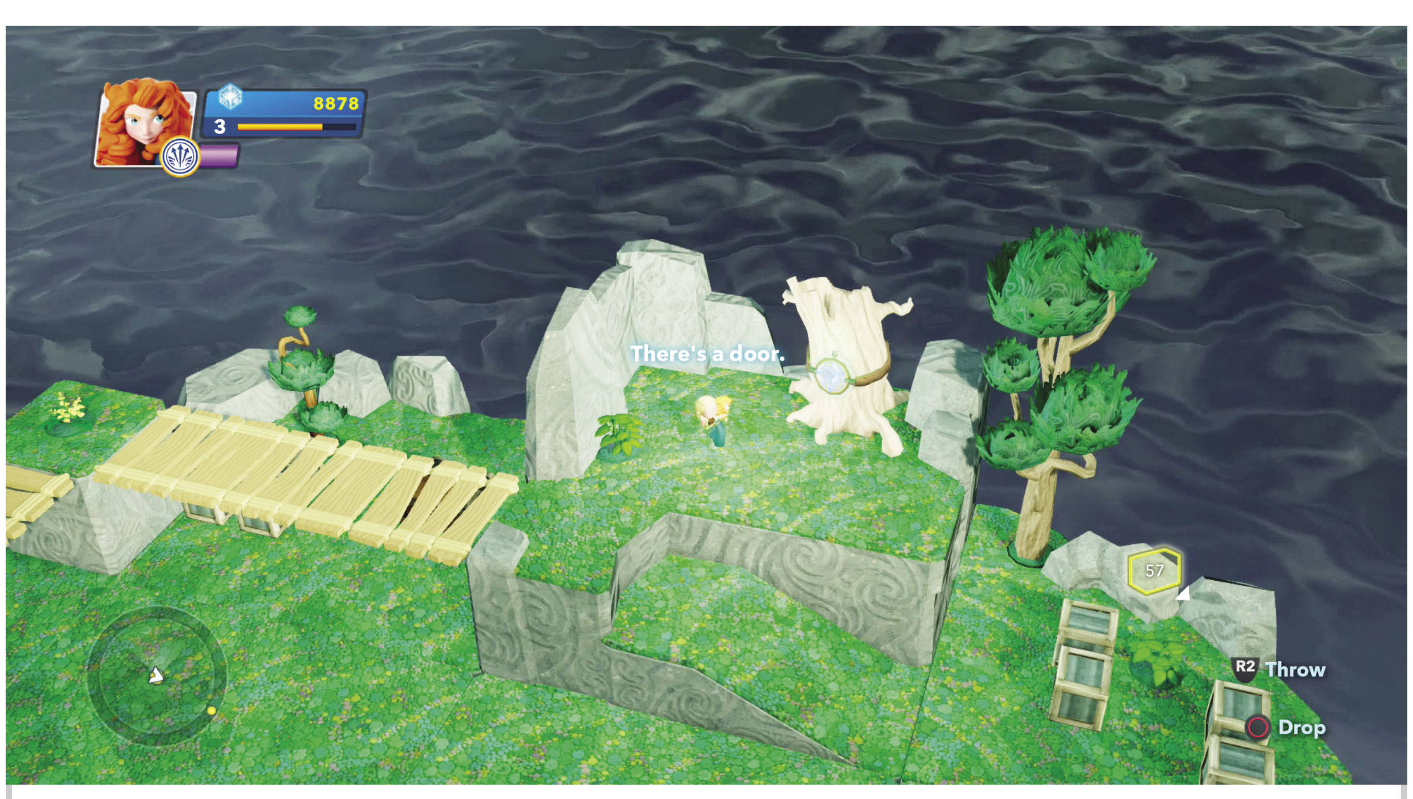
The entrance area can be explored for some Sparks while you are waiting to begin.

EXPLORATION AREAS

Each of the eight forests is divided into several parts or areas. While some of these areas are constant each time you play that forest, there are also randomly generated exploration areas. It is in these exploration areas that you can find doors located in wells and trees into which you can throw your sidekick. Inside, your sidekick can find Spark capsules, loot, and even an enemy! The exploration areas also contain loot chests. Open these up with a melee attack. Most contain some sidekick loot. However, occasionally you get some Sparks instead. It is not necessary to explore these exploration areas. While you do have to move through them to advance through the forest, there is a direct route to the areas where the cakes are located.

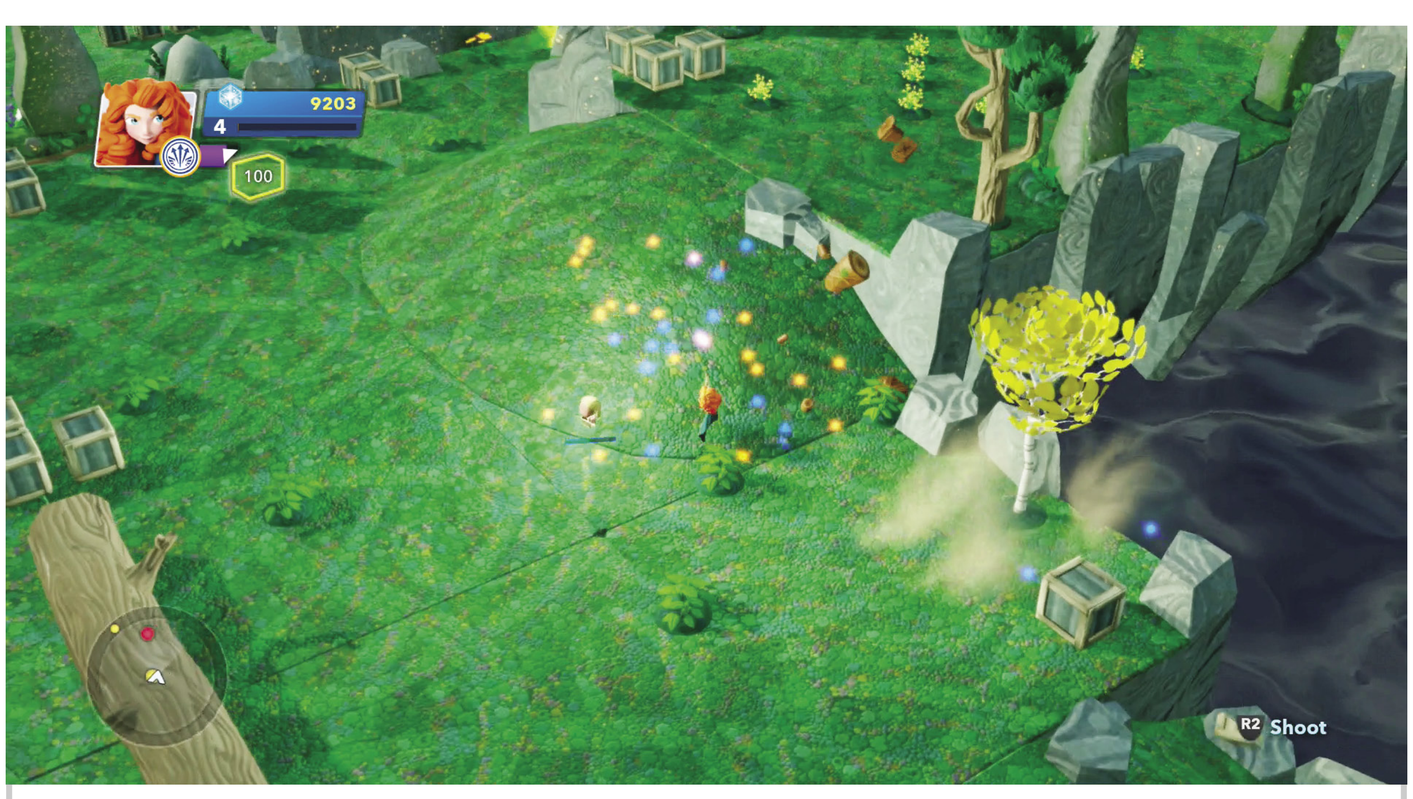


Look for loot chests. Hit them with a melee attack to open them and then collect some sidekick loot or other goodies.

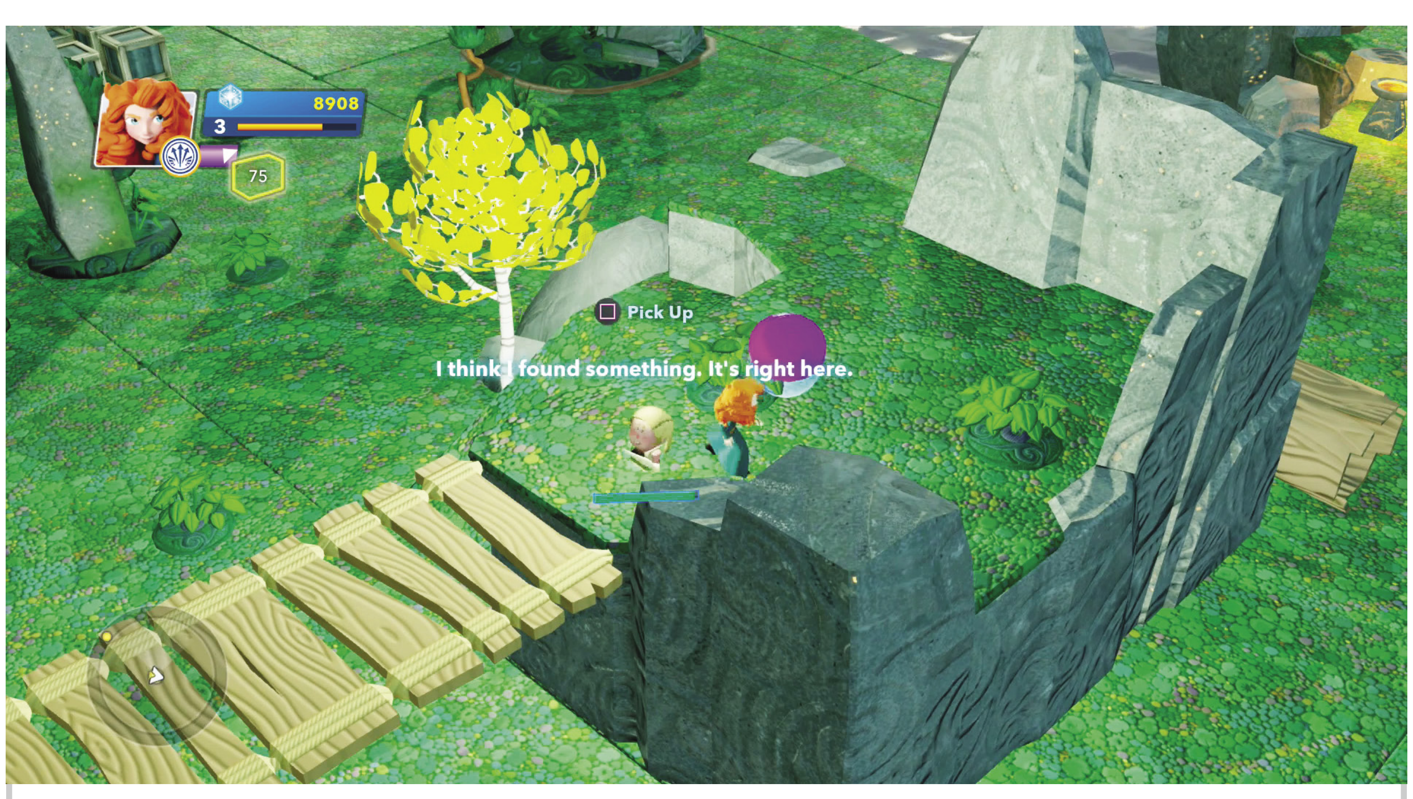


Doors can be located in the sides of trees or in wells. Throw your sidekick inside to find Spark capsules or on occasion even some sidekick loot. Your sidekicks cannot enter some doors if their search stat is not high enough. The sidekick will let you know which doors he or she can enter.

A yellow hexagonal icon appears on the screen showing you the direction of your next objective. When you first leave the entrance area, your first objective is to get to area A of the forest. You can follow the objective icon or spend some time exploring and getting not only loot for your sidekicks, but also gaining Sparks. The exploration areas are filled with opportunities for all colors of Sparks. As you defeat enemies, orange Sparks can be collected—along with other colors as well. The orange Sparks provide experience for your characters. Therefore, if you want to level up your characters so you can purchase some new skills for them, be sure to explore and defeat enemies. Blue Sparks also come in handy since you need them for toys in the Toy Store. In addition to finding goodies inside doors, your sidekick can also find Spark capsules throughout the forests. He or she will let you know they might have found something; follow your sidekick and they will take you to a place where a Spark capsule then appears. The higher the sidekick's search level, the more likely they are to find hidden capsules.



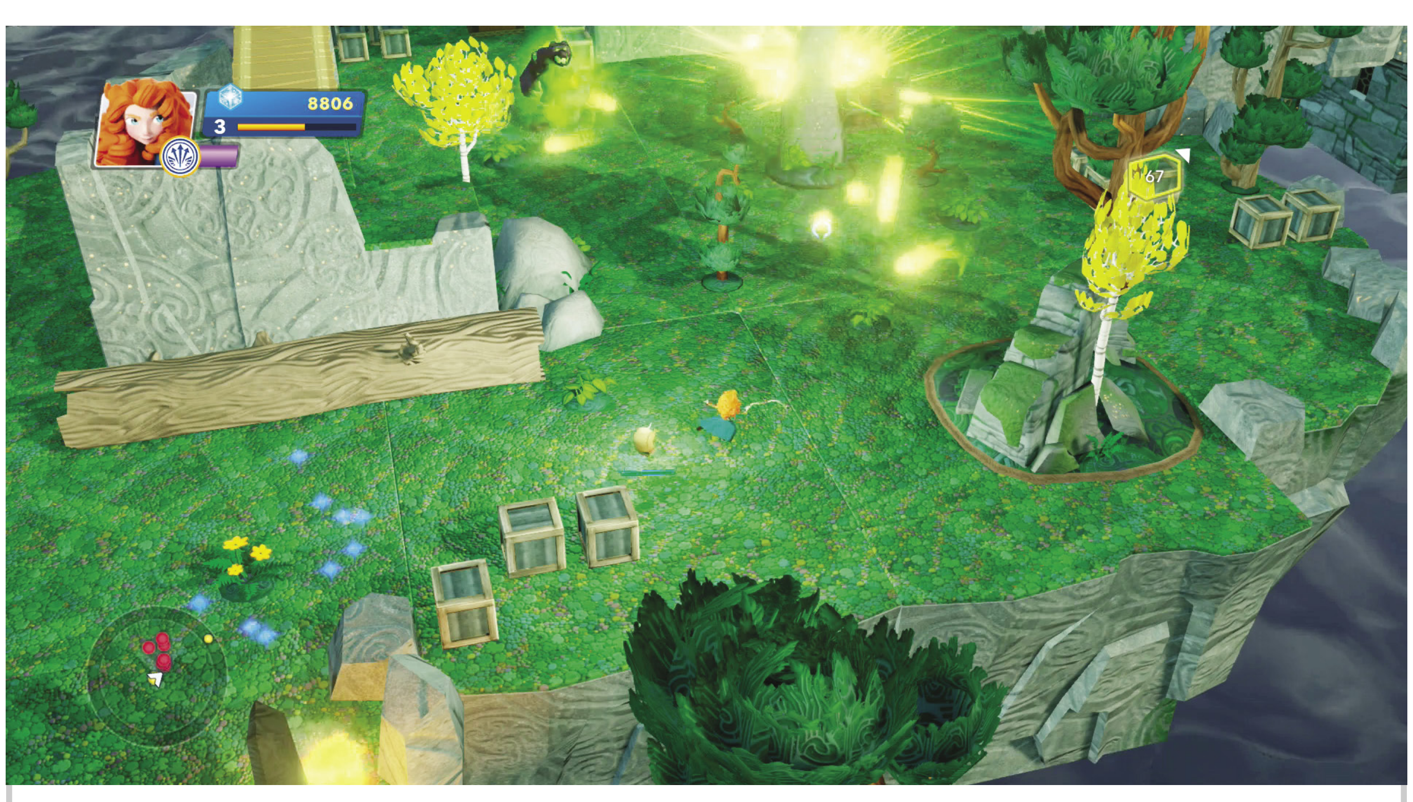
Collect all the Sparks you find by defeating enemies.



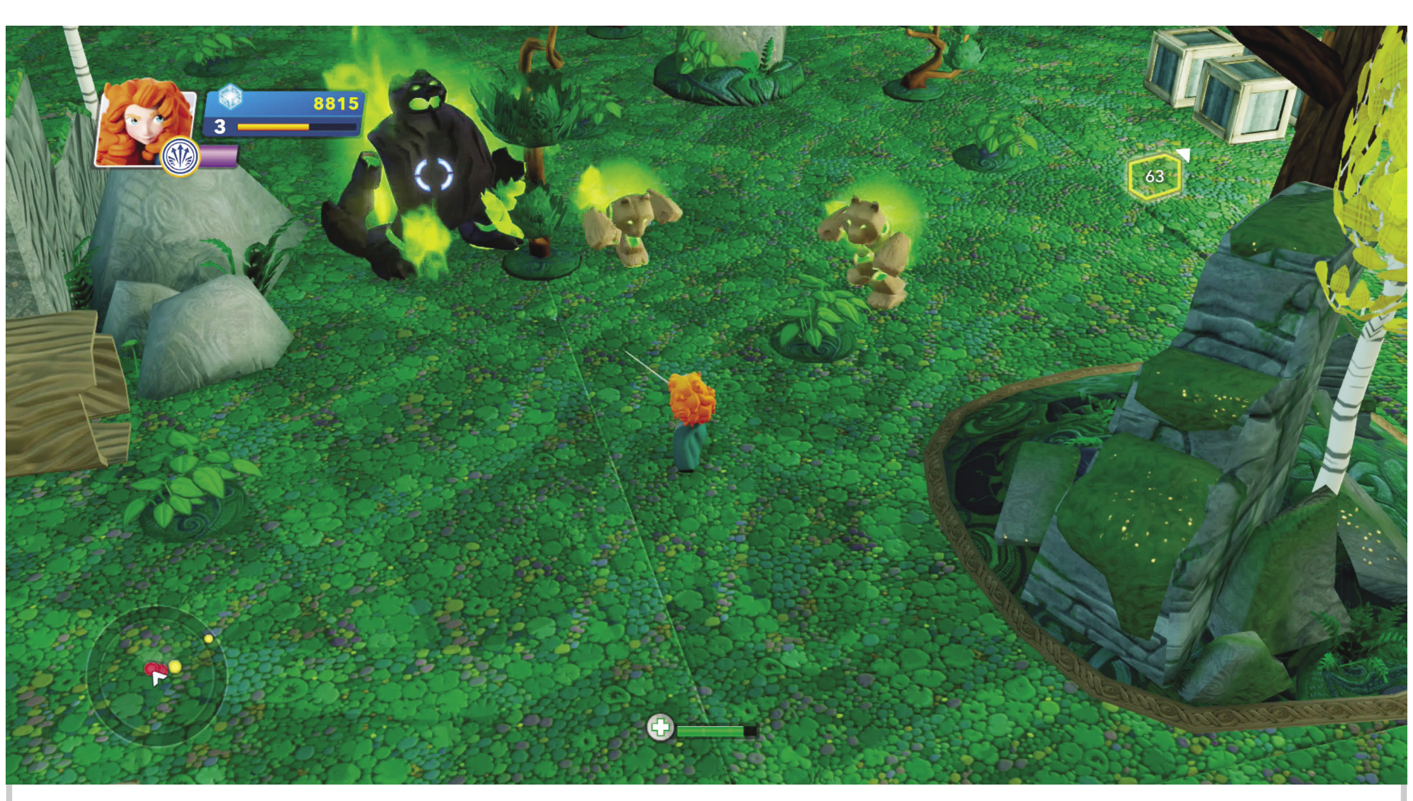
Sidekicks can find hidden Spark capsules throughout the forests. Be sure to follow them when they tell you they found something.

ENEMIES

The Witch has sent her wooden bear carvings and other creatures out into the forests. Even though you might be trying to help the Witch by searching for the cakes, these enemies still attack you. They are not roaming around the forest. Instead, as you move through the forests, they magically appear. Look for greenish lights, which signify that enemies are spawning into the area. There are several different types of enemies. The Marsh Muck look like green fireballs. They are easily defeated, but often attack in groups. Try to destroy them with ranged attacks from a distance before they get in close to swarm your characters. The rest of the enemies are all the wooden bear carvings. The Pine Bear is the smallest and weakest. However, they usually spawn in groups of three or four. Bear Catapults are stationary turrets that launch projectiles at you that inflict damage. They are weak and easily destroyed, but can really hurt your characters if they are not destroyed quickly. The Oak Bear is the next most powerful enemy. It carries a wooden spear and a shield and has a rushing attack. A block breaker attack is useful when fighting this enemy because it likes to block your attacks with its shield. Next is the Swamp Bear. It has a jumping ground pound attack that sends out a green shockwave that damages any characters or sidekicks within its radius. Finally, the Mahogany Bear is the largest and most powerful. It has a ranged attack and can take a lot of damage.



When you see these greenish lights appear, get ready for an attack.



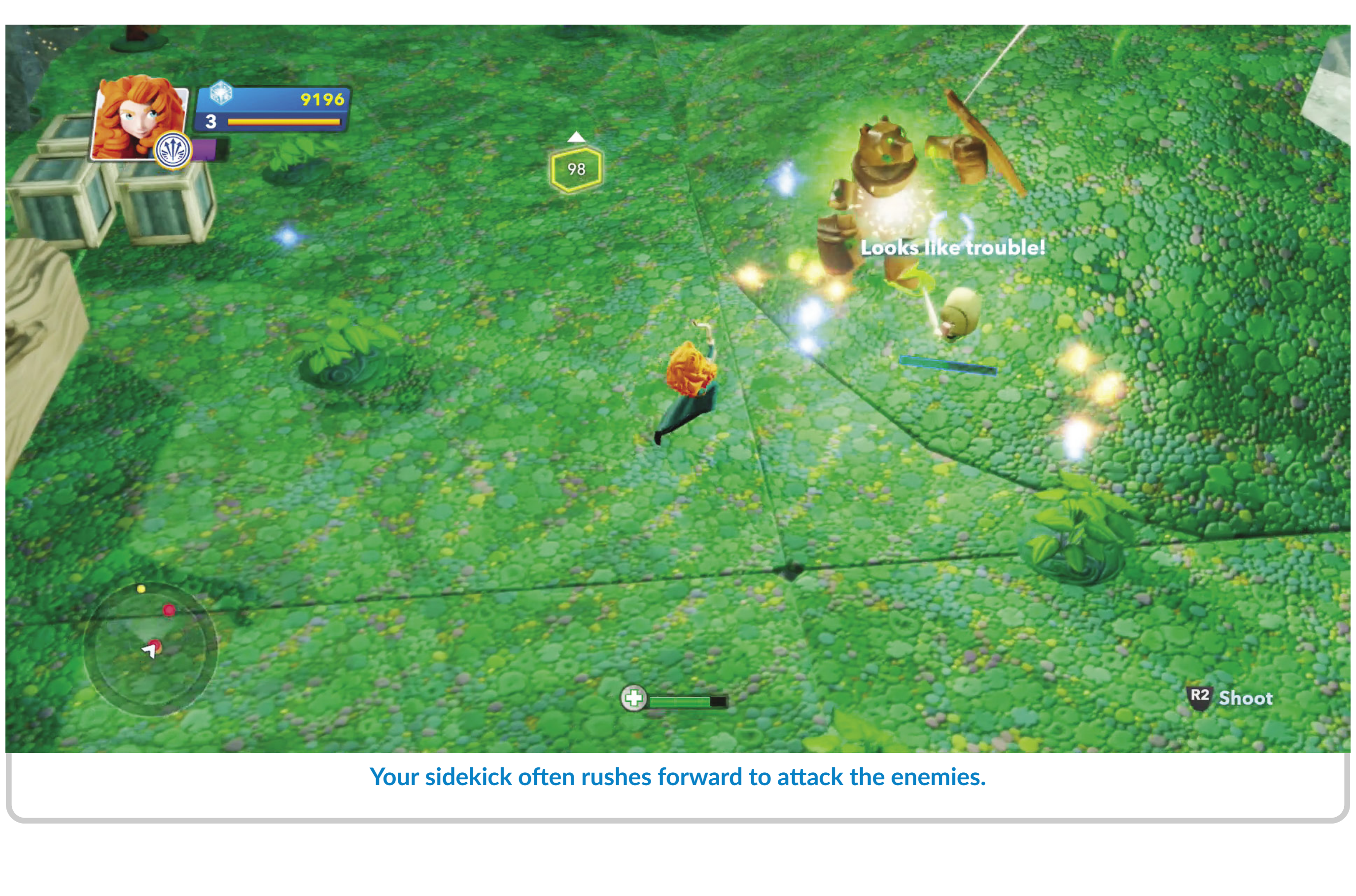
The forests are crawling with the wooden bears created by the Witch.

SIDEKICKS

Sidekicks are a great help. Not only can they help you find hidden capsules or go into doors too small for your character to fit through, they can also help you fight off enemies. In the sidekick outfitter, you can provide them with a weapon that increases the number next to the sword icon and allows them to inflict more damage. Sometimes a sidekick can take care of some of the weaker enemies such as the Marsh Mucks and leave the Sparks behind for you to collect. They can also help distract more powerful enemies. Sidekicks can also help heal you. That same number next to the sword icon represents their healing ability as well as their ability to cause damage. Unless your character has an ability or skill that allows them to heal themselves, keep your sidekick next to you to heal you and be sure to collect all the green Sparks you can.

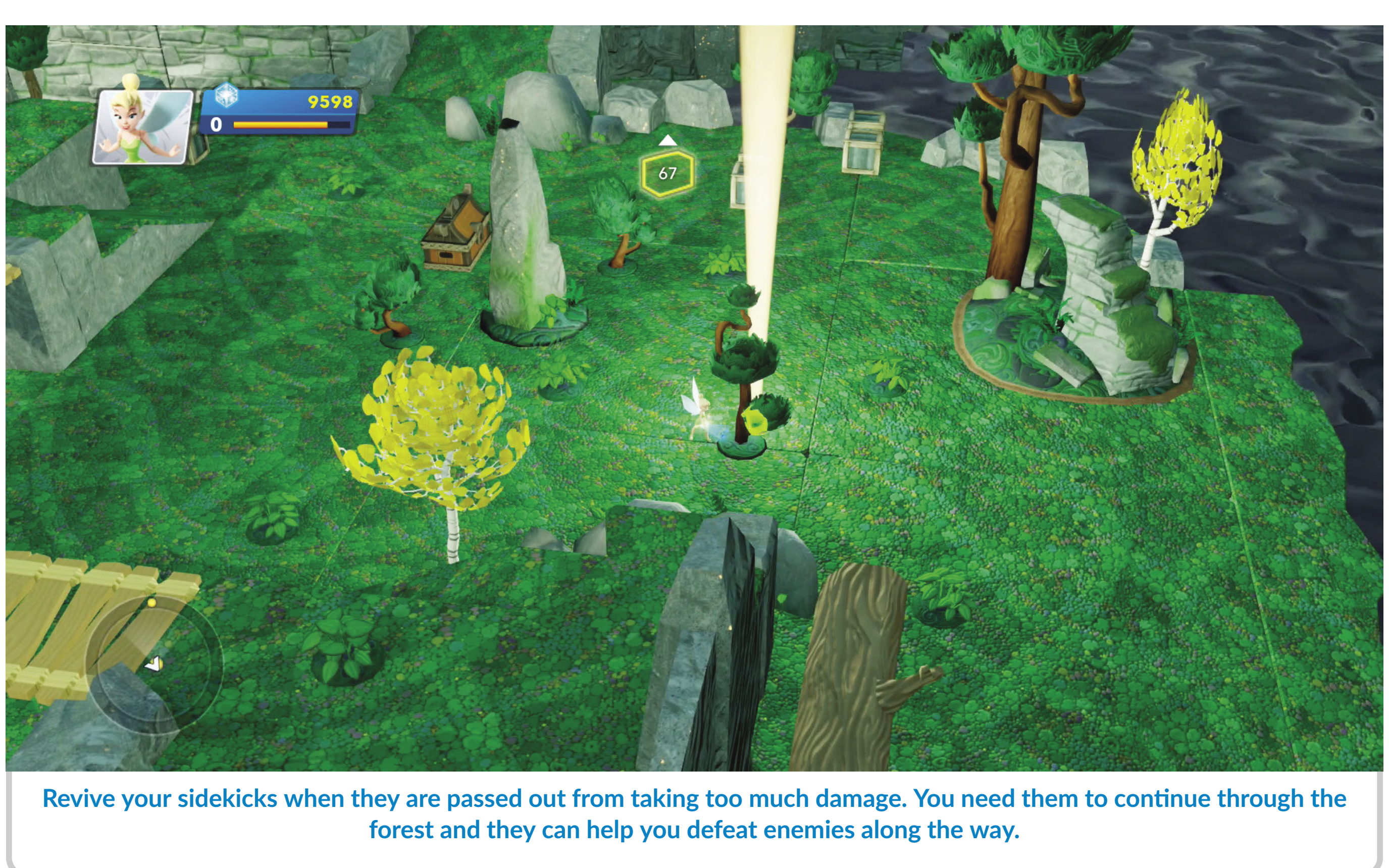
Tip

After completing a forest level and returning to the Hub, you can always select a new sidekick. More sidekicks are unlocked as you complete the levels, so be sure to see who is new after each exploration. Don't forget to outfit your new sidekicks with all of the loot you have collected before going back into the forests.



Your sidekick often rushes forward to attack the enemies.

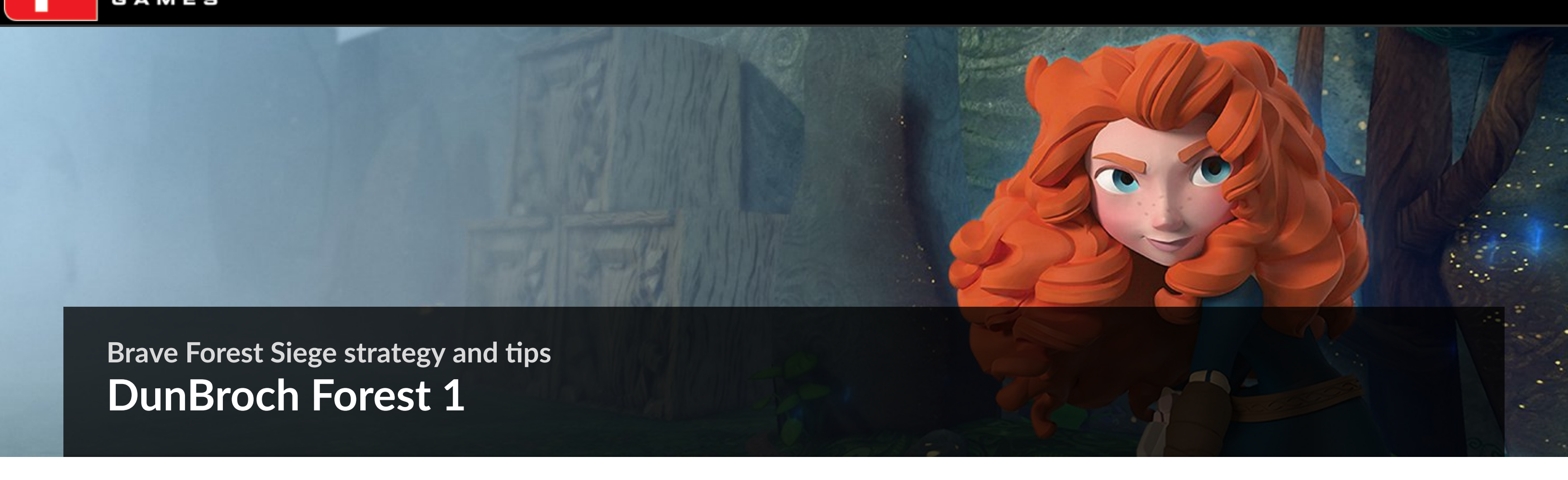
As you fight off enemies, if your sidekick's health bar is depleted, your sidekick will pass out. Don't worry, your sidekick is not dead. You just need to revive your sidekick. Walk over to them and press the button that appears on the screen to bring your sidekick back into the fight. While reviving takes some time, it also has another cost—your character's health. After reviving a sidekick, your character's health bar will decrease. However, no matter how low your health, you can always revive a sidekick and still have some health remaining. A good tactic to keep your character from losing health in order to revive a sidekick is to swap in a weaker character for the sole purpose of reviving the sidekick. Once the sidekick is back in action, swap back to the original character and continue the exploration.



Revive your sidekicks when they are passed out from taking too much damage. You need them to continue through the forest and they can help you defeat enemies along the way.

Tip

There are a few skills that come in handy when playing this game and working with a sidekick. The Helping Hand ability reduces the amount of health it costs your character to revive a sidekick or even another character. The Team Player skills decrease the amount of time it takes to revive a sidekick or another character. You may want to have one character with these abilities that you can swap in when your sidekicks need help and then swap out for another more powerful character when you need to fight.



Brave Forest Siege strategy and tips

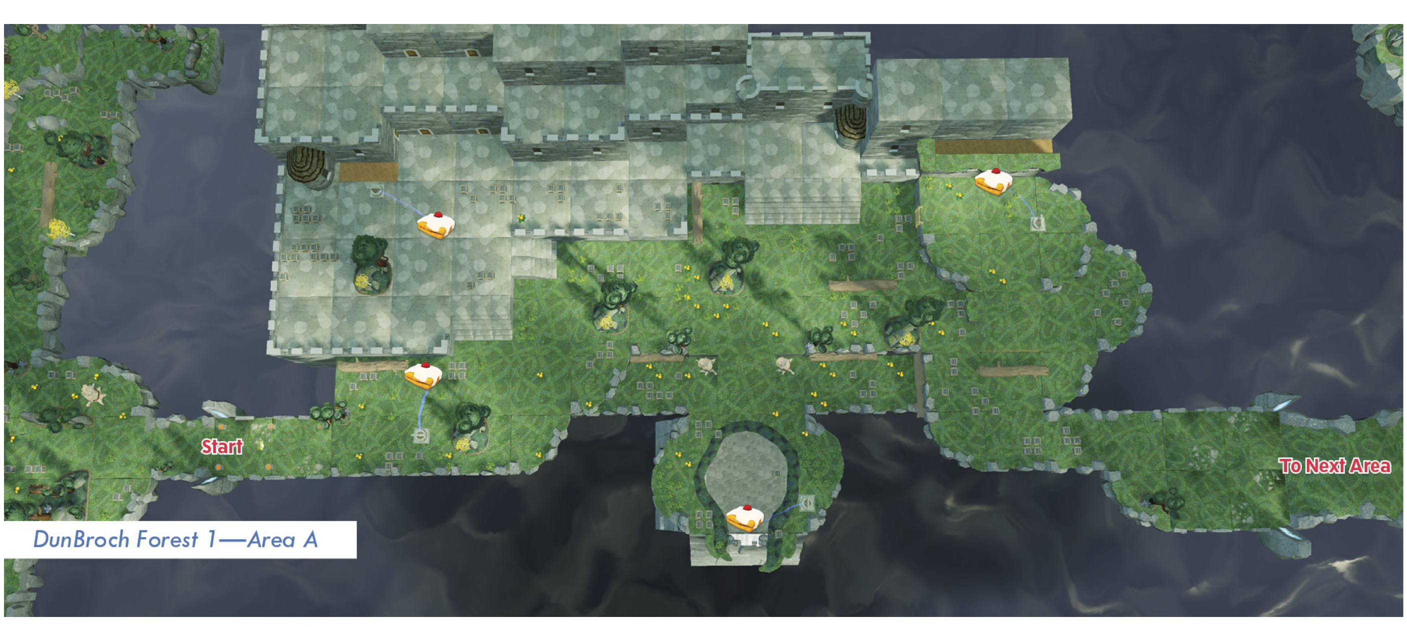
DunBroch Forest 1

DunBroch Forest 1 is your first venture into one of the eight forests and provides some good experience as to what to expect in the later levels, which get progressively more difficult. Your character begins in the entrance area. You cannot pass the gate to the rest of the forest until the level has been created. DunBroch Forest 1 consists of several different areas. Once you can exit the entrance area, you enter an exploration area. This leads to area A. Complete the objectives in this area, and continue on to another exploration area and then to area B. Once you finish the objectives there, you unlock access to a third exploration area, which leads you to the final area where you can exit the forest and return to the Hub. While area A and area B are always the same when you play DunBroch Forest 1, the exploration areas are generated each time you play, so they are always different. As you exit the entrance area, your objective is to get to DunBroch Forest 1—Area A. Remember, there is no rush, so take some time to explore along the way.

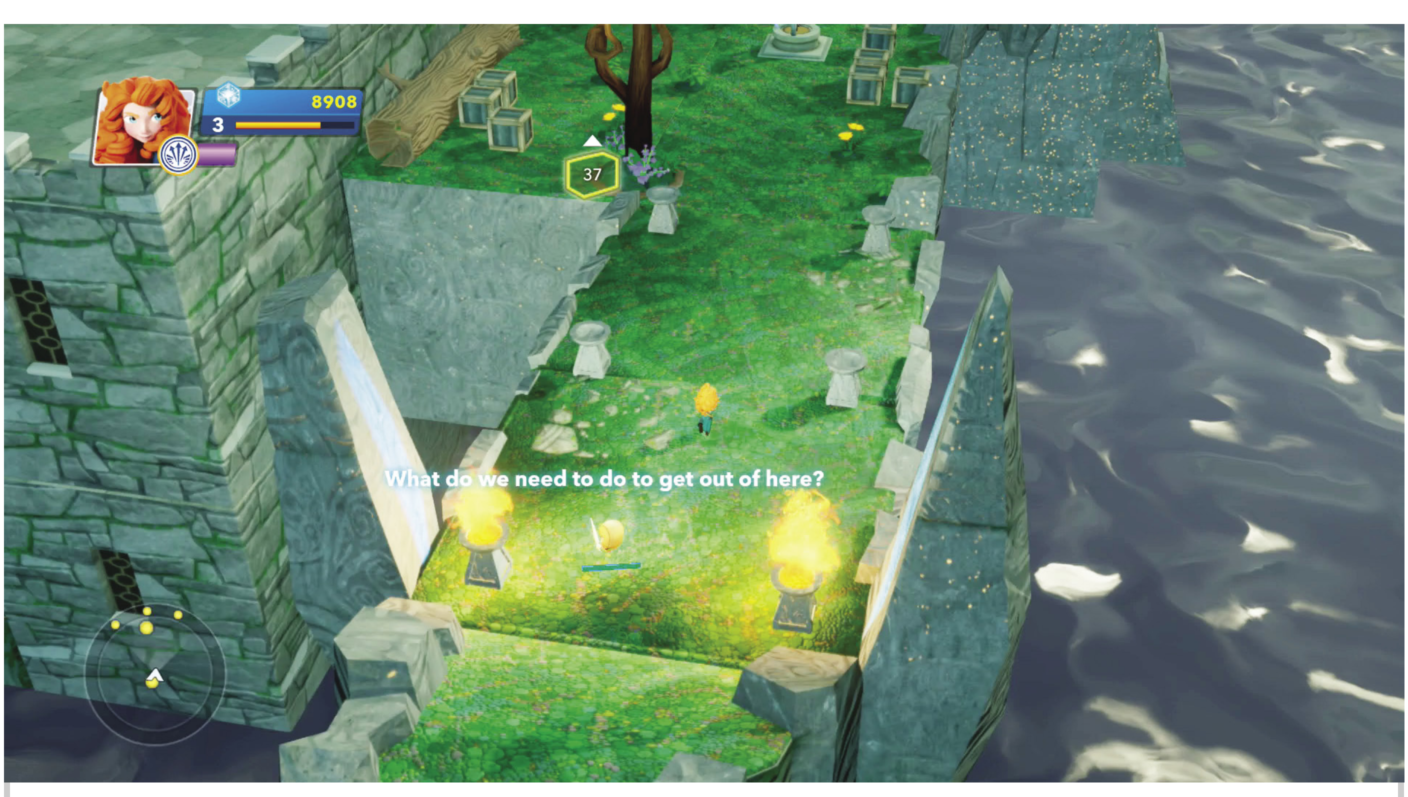
Tip

While you are waiting for the level to build, explore the entrance area. There are always two doors through which you can throw your sidekick—if his or her search ability is high enough—as well as some purple Spark capsules for charging up your character's special move. If your current character is fully charged, swap in other characters you may need for this level and use those purple Sparks to charge them up instead. There is also a sidekick outfitter here for any last-minute changes to your sidekick.

AREA A

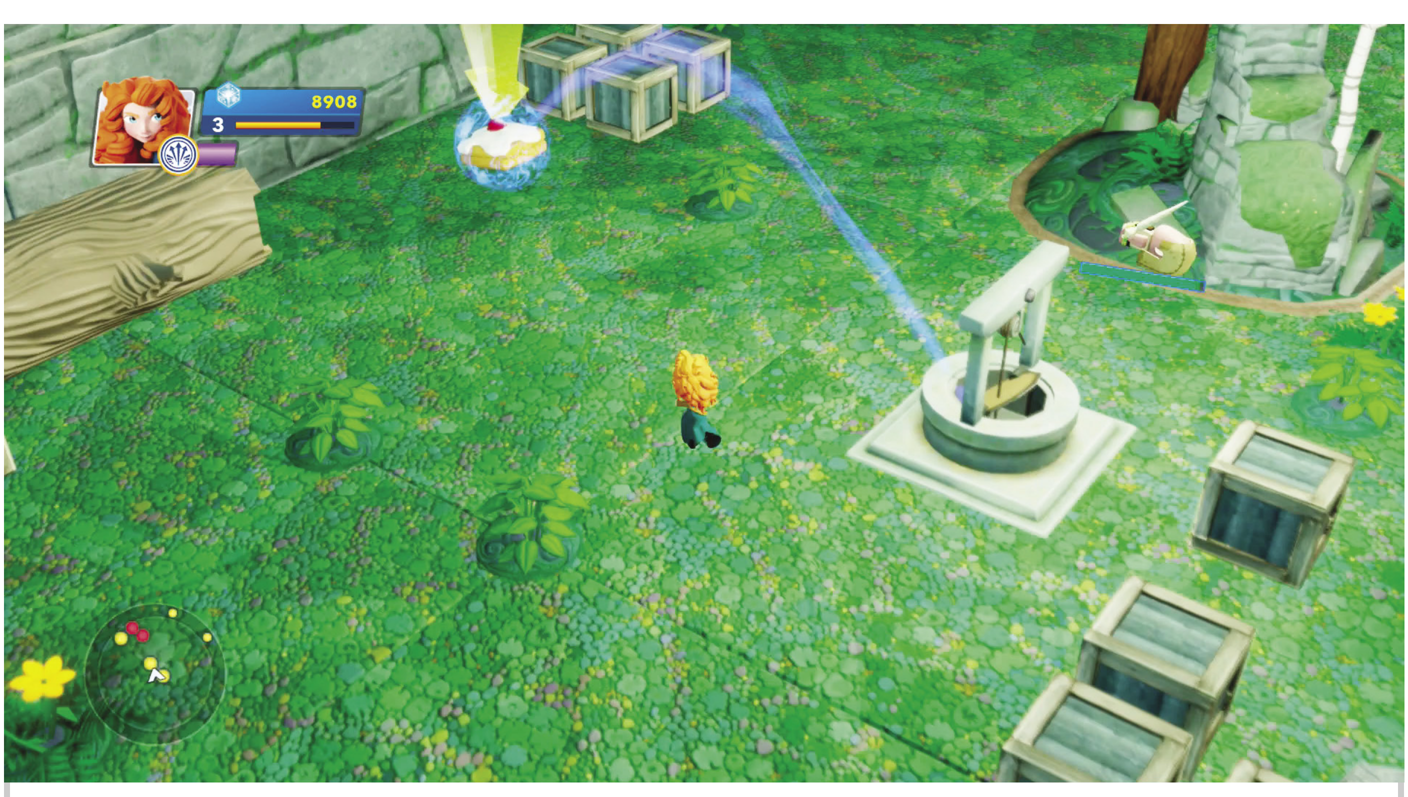


After moving through the first exploration area, you come across a narrow passage with a series of braziers that ignite as you move past them. A message that states "Trespassers Detected!" appears on the screen to let you know you are in area A. Upon entering, a magical barrier appears at the opposite end of area A. In order to remove the barrier, you must find and collect a couple cakes.



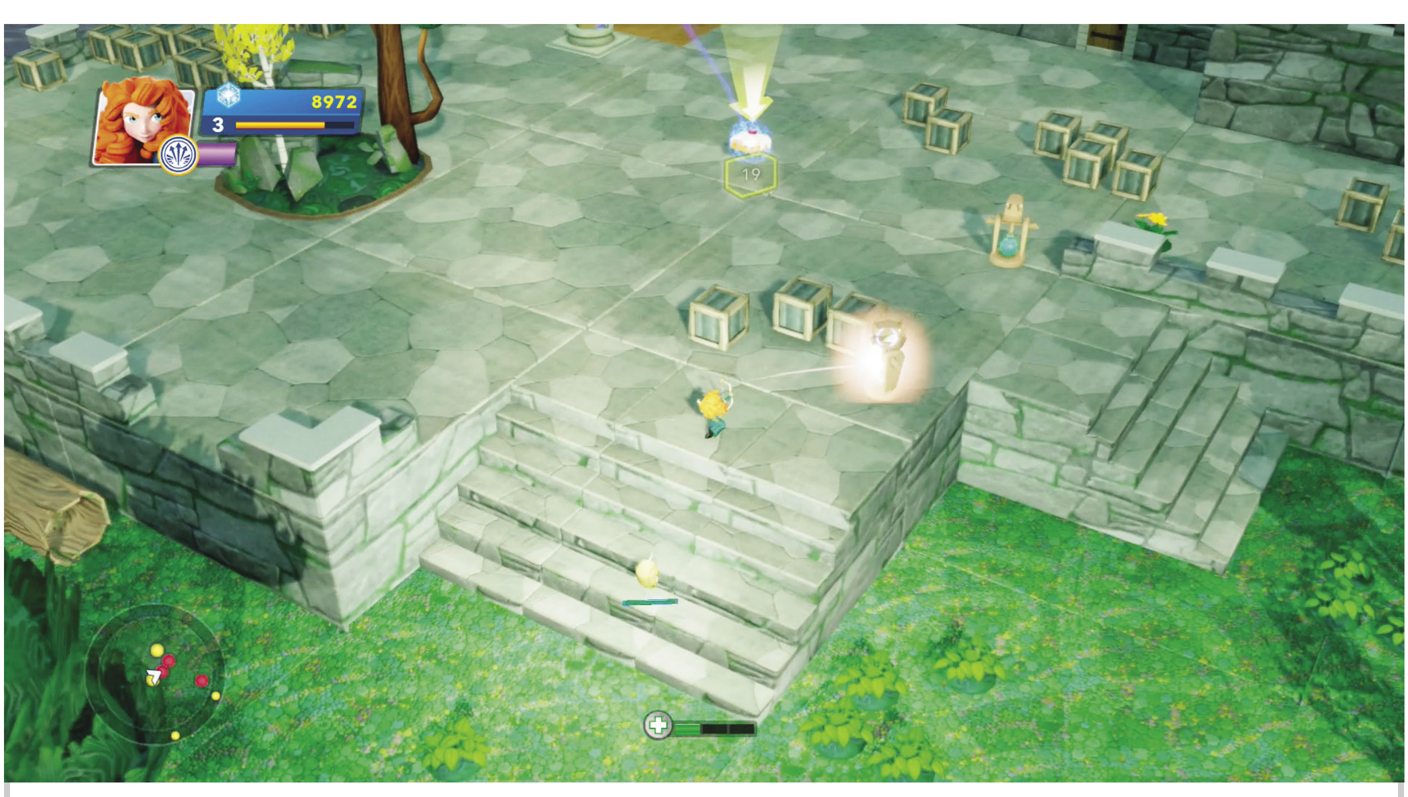
You are now entering area A. Collect those cakes.

This area has four cakes that you must collect. However, each is protected by a spell that prevents you from picking them up. The spells are attached to wells, so pick up your sidekick and throw him or her through the door in the well near the entrance to this area. The sidekick removes the spells so you can then pick up the cakes.

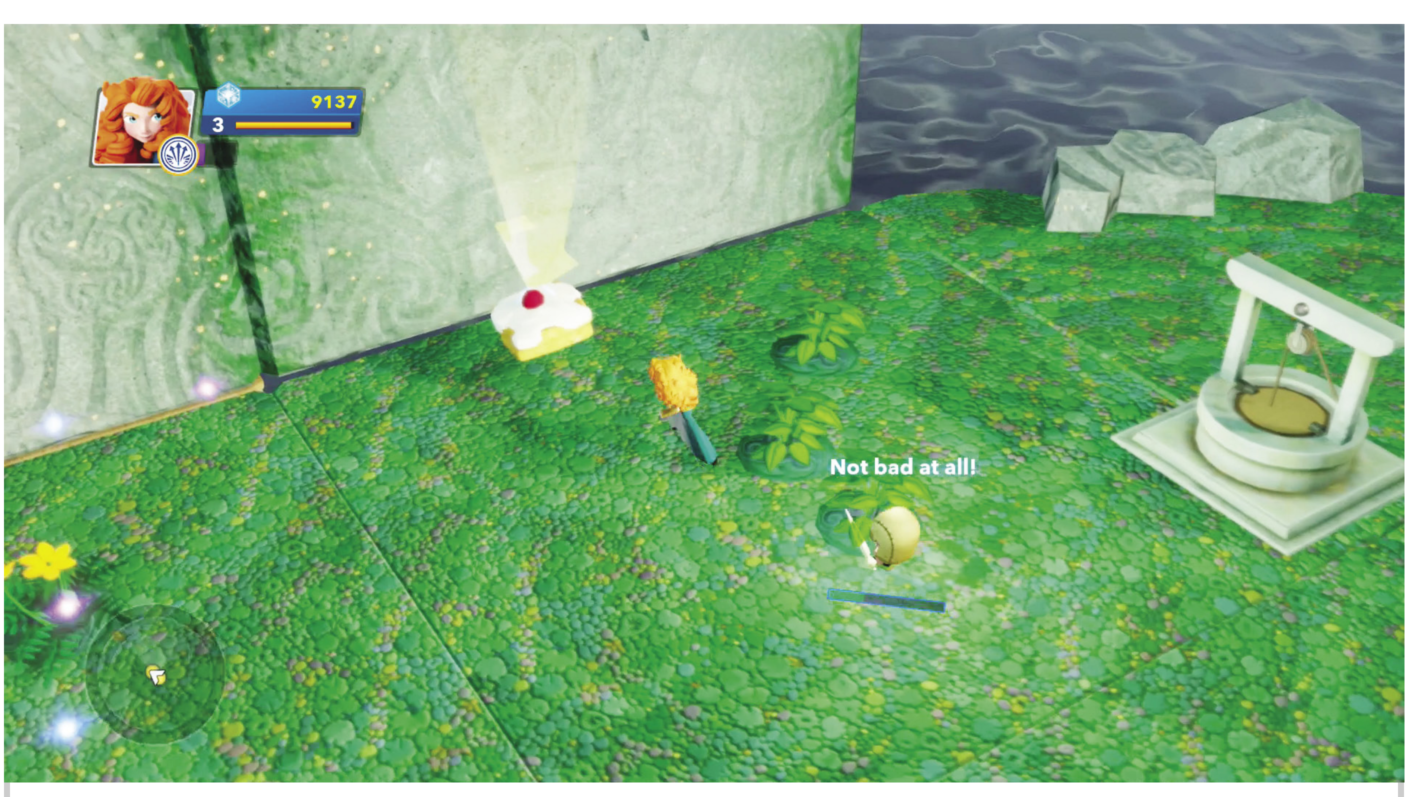


Your sidekick can remove the spells for the cakes in this area. Just throw your sidekick through a door into a well to do the job.

The second cake and well are located up some steps near the first. However, it is protected by a couple Bear Catapults. Quickly defeat both of them before they can inflict damage on your character and sidekick. The third cake is located in a pond near a waterfall. It too is protected by Catapults. The fourth cake can be found towards the exit to this area. Throughout this area you will need to defeat enemies that appear. However, once you have the fourth cake, the magical barrier disappears and you can advance to the next exploration area, which then leads you to area B.

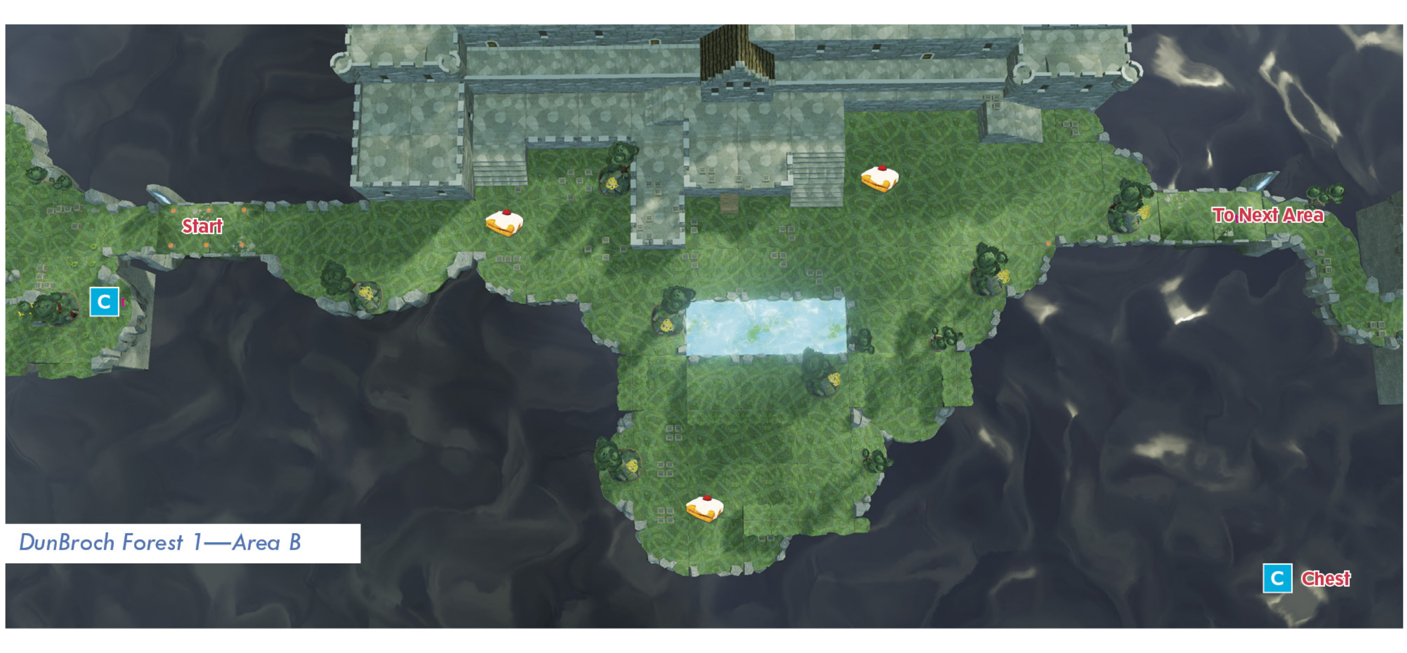


Watch out for these Bear Catapults. Try to destroy them quickly. They will turn towards you and then begin launching projectiles at you.

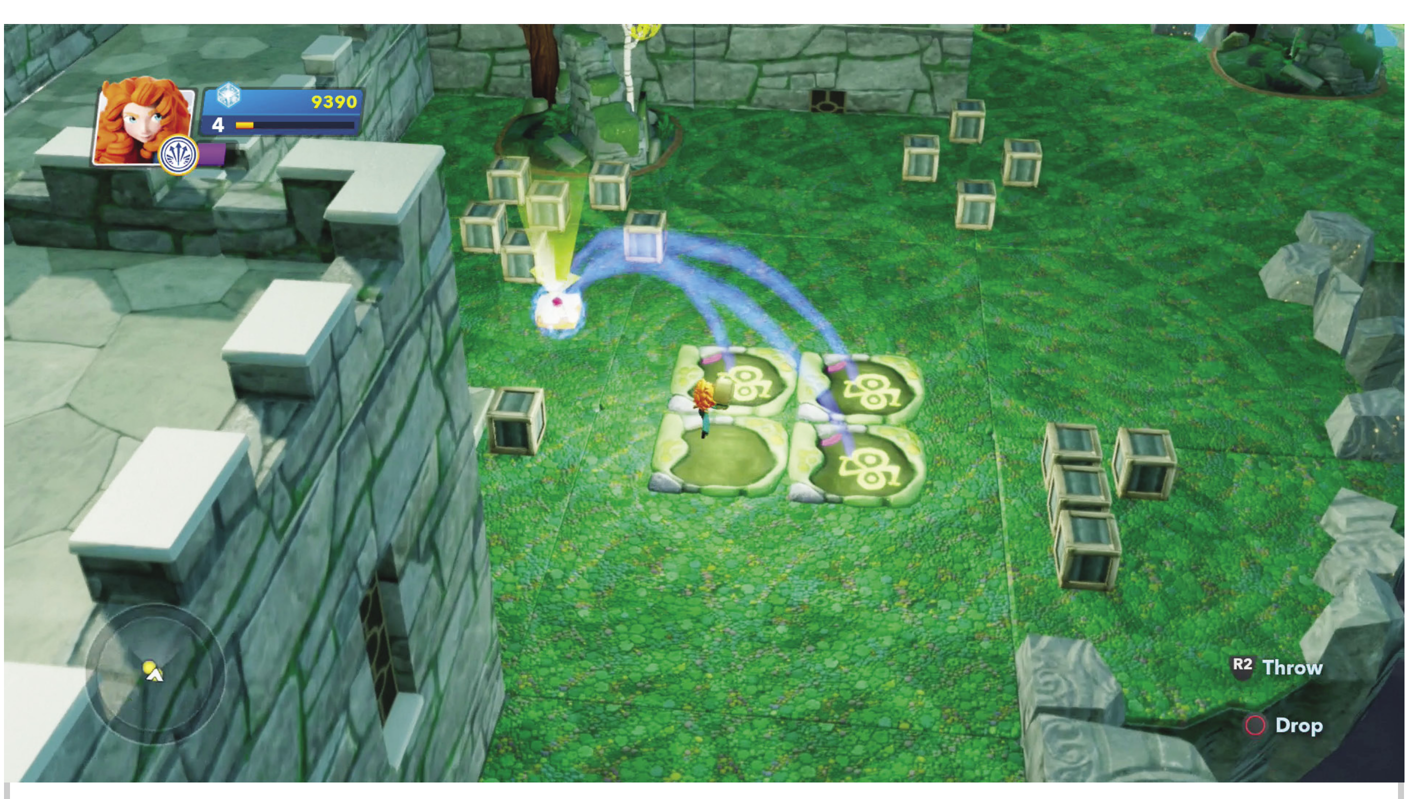


Collect the final cake to lower the magical barrier so you can continue to the next area.

AREA B

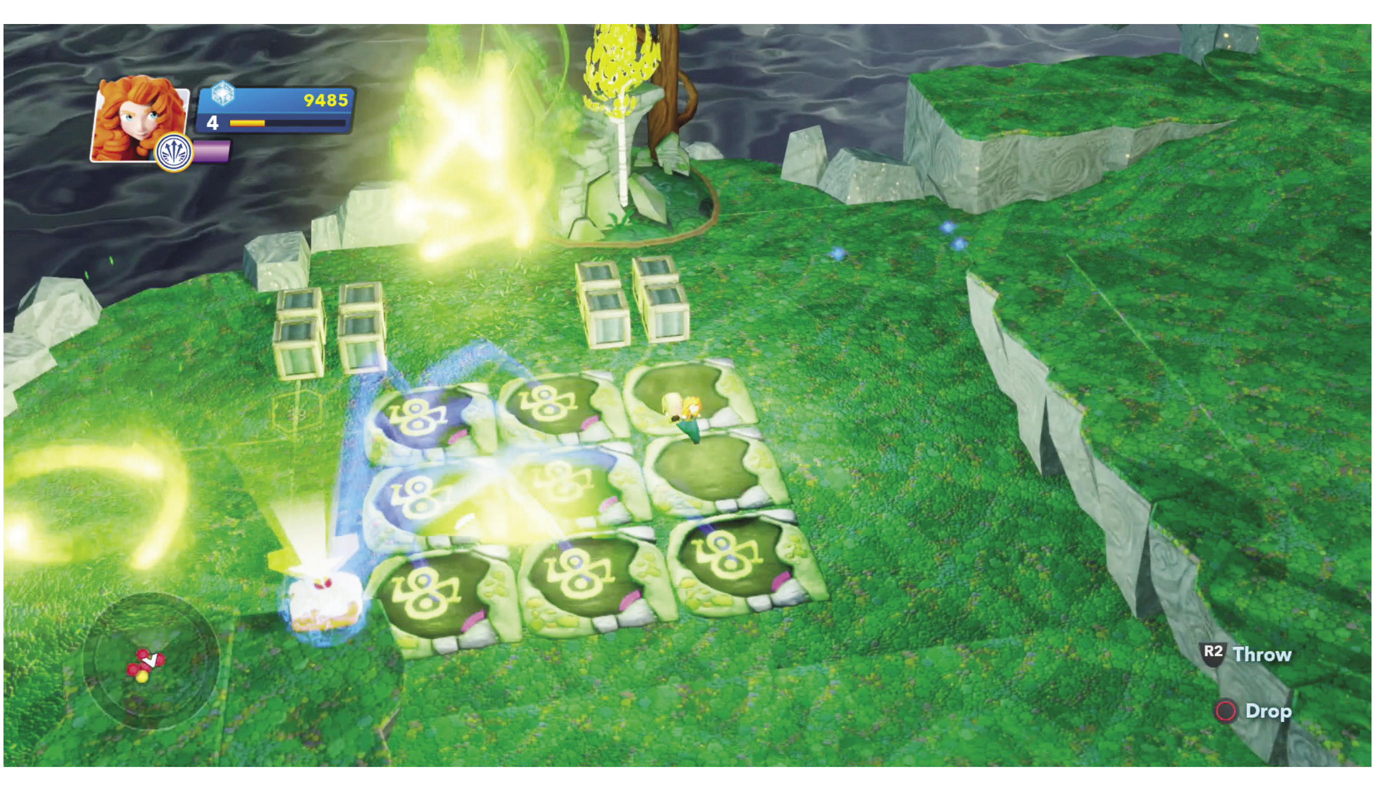


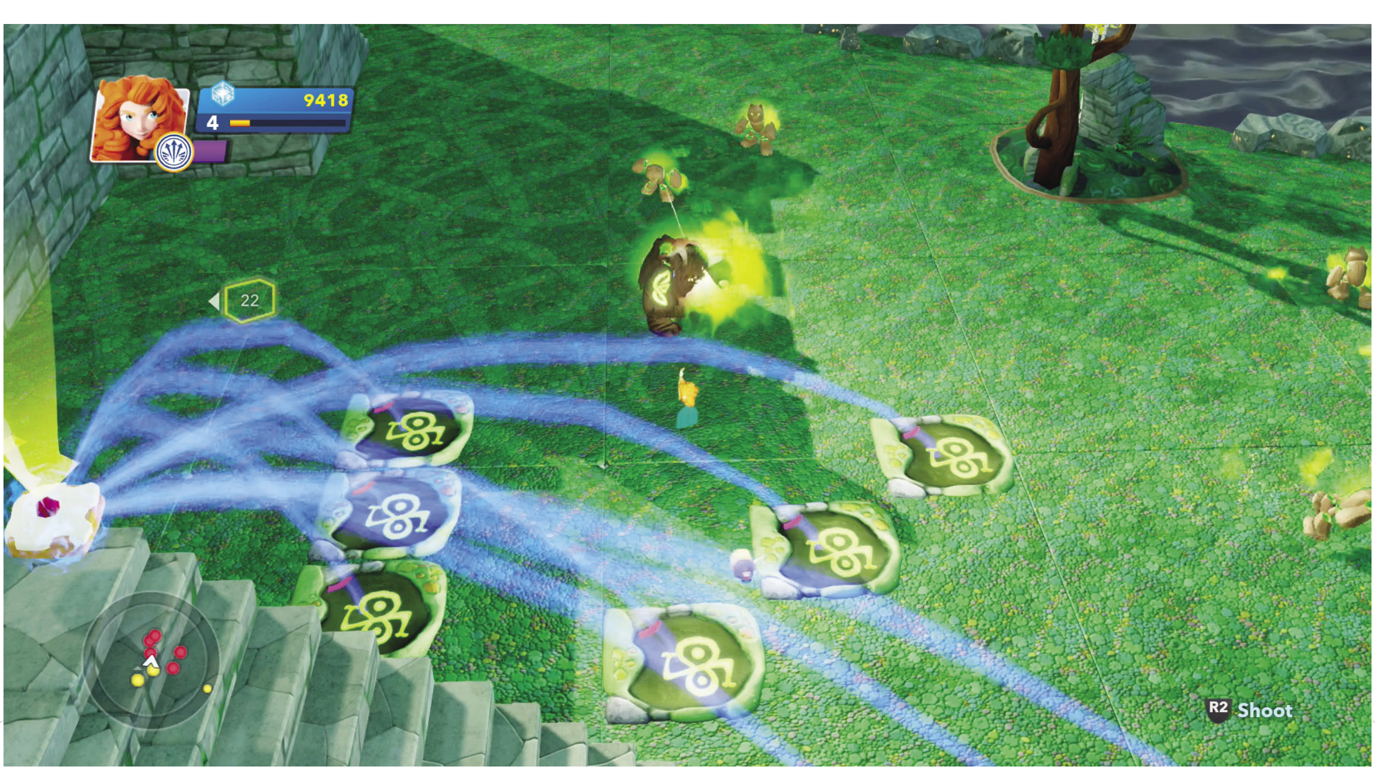
After exploring the area connecting A and B, and hopefully finding some sidekick loot and Sparks, you enter area B. As before, when you move past the braziers, another magical barrier appears at the exit to area B. This time the cakes are protected a bit differently. The spells are attached to pressure plates with a design on them. In order to remove the spell, you must step on each pressure plate to remove the design. Stepping on them again makes the design reappear. Since your sidekick can also step on them, it is a good idea to pick up your sidekick and carry him or her as you step on the pressure plates. For the first cake, there are four pressure plates. Clear the designs off of all four at the same time and then collect the cake.



Step on each of these pressure plates. When all four are clear of designs on them, the cake is free from the spell. Be ready to fight off the Pine Bears that appear when you pick up the cake.

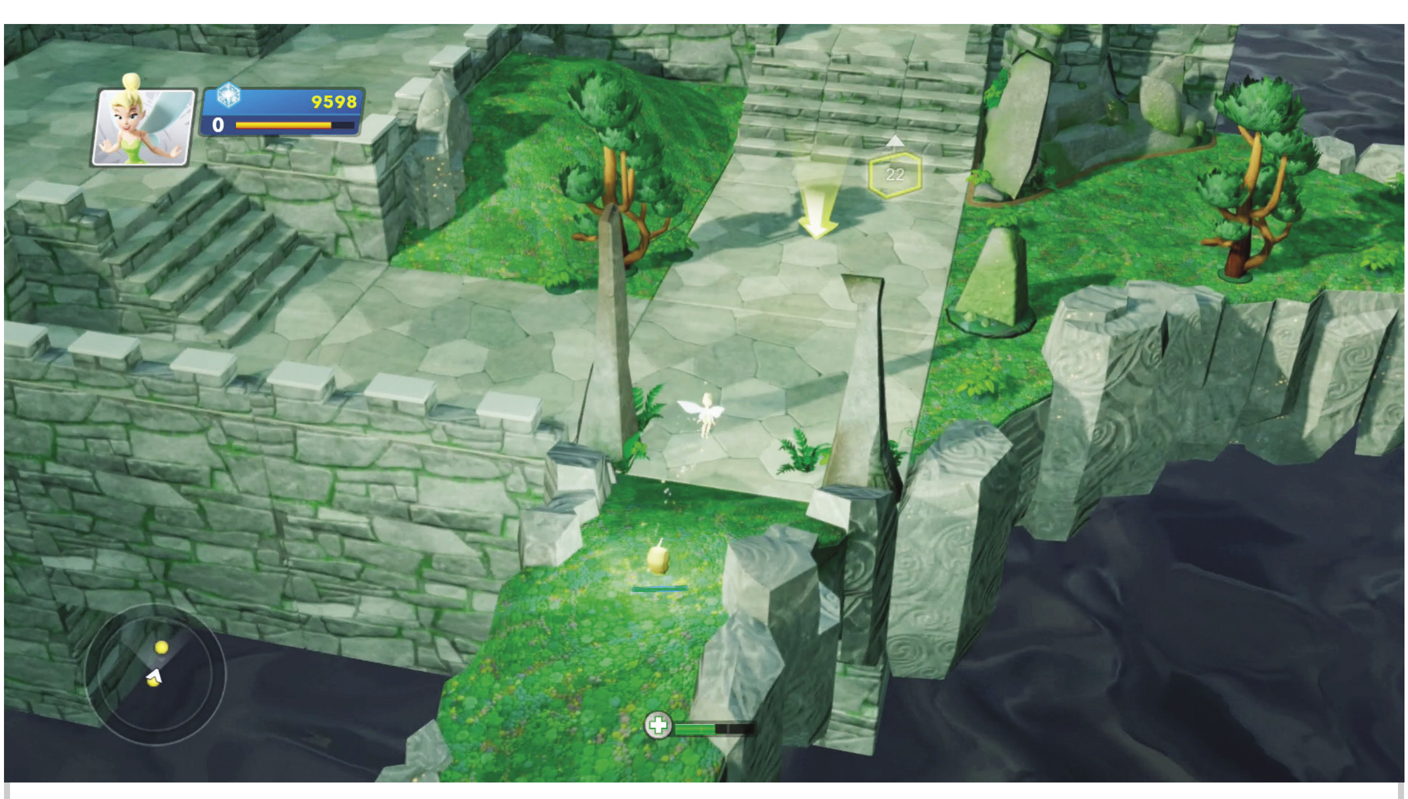
There are two more cakes in area B. Follow the yellow objective marker to find them. Each of these has more pressure plates than the first cake. Plus enemies appear and attack as soon as you arrive in the vicinity. The best tactic is to defeat the wooden bears first and then step on the pressure plates. Otherwise, your character will take a lot of damage while carrying the sidekick around and clearing the designs from the pressure plates. Collect all three cakes in this area to lower the magical barrier.





When there are enemies around the pressure plates, it is easier to defeat all of the enemies first, and then focus on clearing the plates to break the spell protecting the cakes.

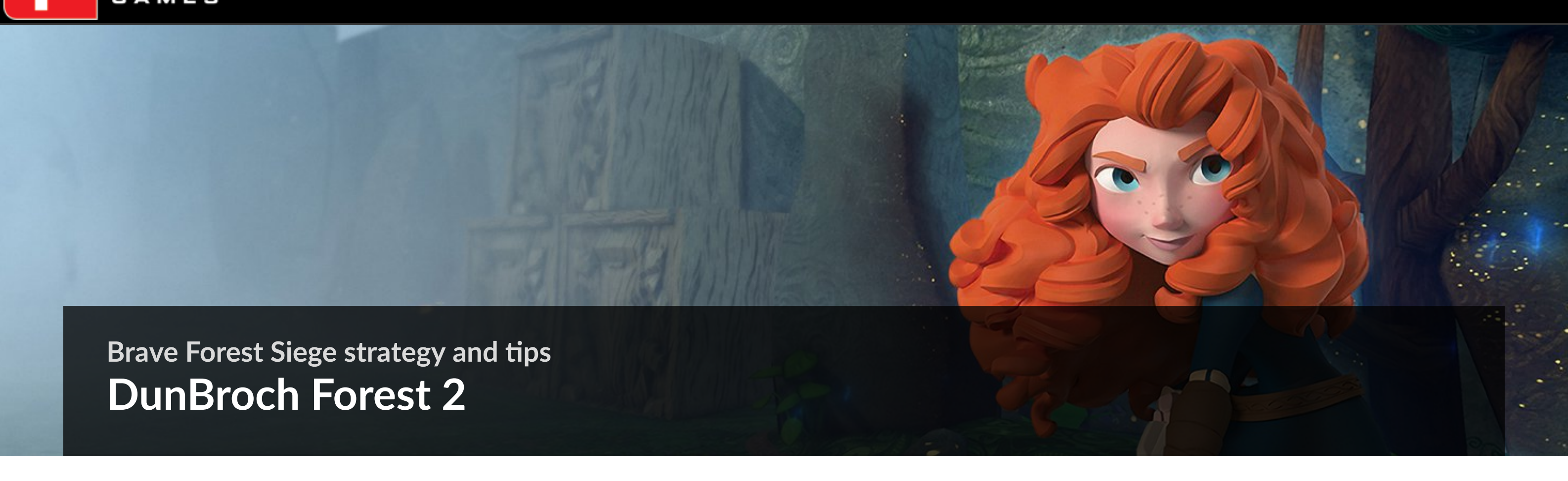
As soon as you collect the final cake for area B, the path to the exit is opened. You first have to move through a third exploration area. Spend as much time as you want opening loot chests, searching for Spark capsules, and defeating enemies. Then pass through the exit gate. When the portal appears, walk to it to head back to the Hub from where you can begin your next adventure into the forests of DunBroch.



Get to this gate to receive the sidekick loot rewards and use the portal to return to the Hub.

Tip

After you have completed DunBroch Forest 1, you can come back and play it again any time. In fact, it offers a great experience for new characters, providing a way to learn how to use their attacks and skills and to build up experience while also earning blue Sparks.

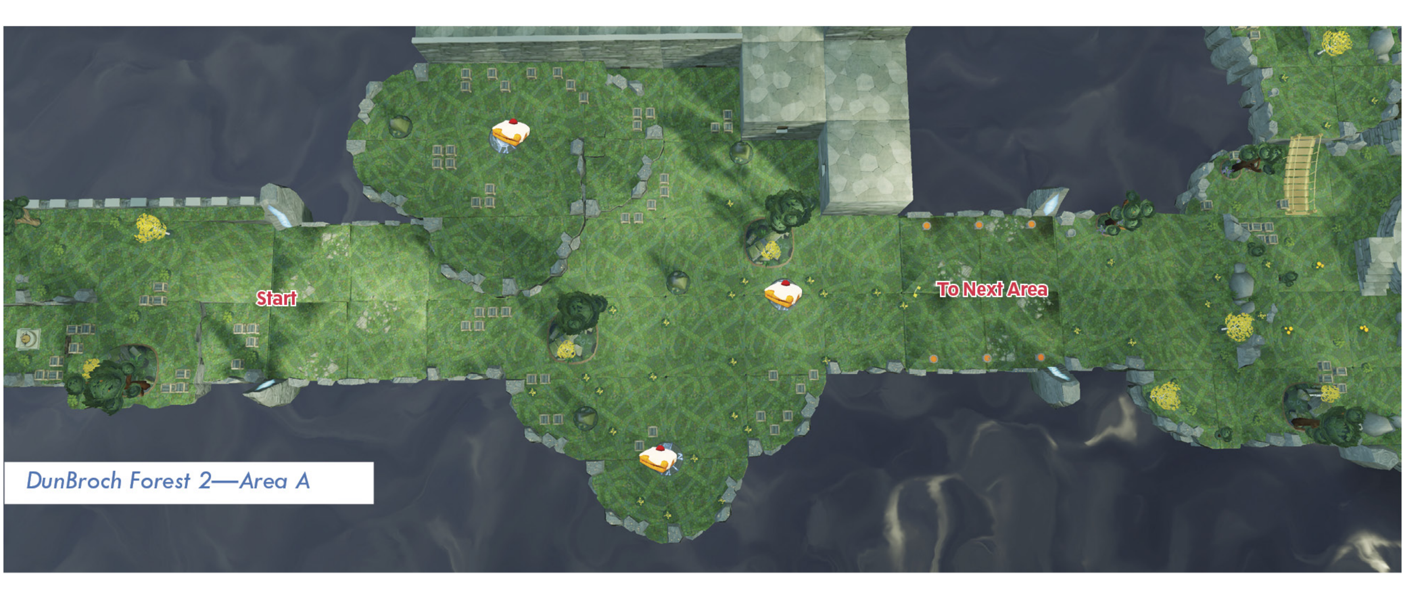


Brave Forest Siege strategy and tips

DunBroch Forest 2

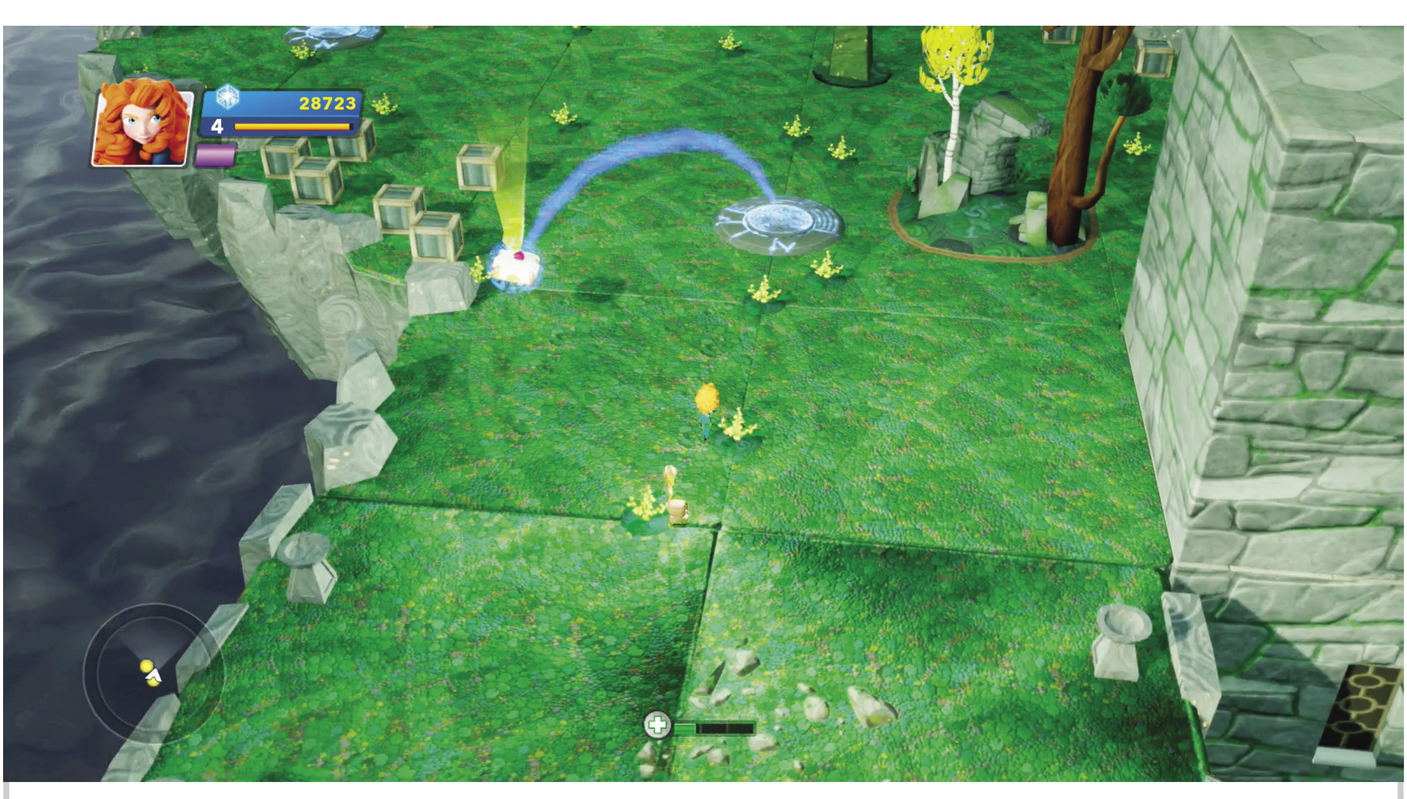
After completing the first forest, the portal leading to DunBroch Forest 2 appears. It is organized the same as the first forest and all of the other forests as well. Stock up on purple Sparks at the entrance, and advance through exploration areas to area A and area B where you must collect cakes. The exploration areas offer similar enemies and rewards to those found in the other forests. So let's focus on the areas that are unique to this forest and the same each time you play it.

AREA A



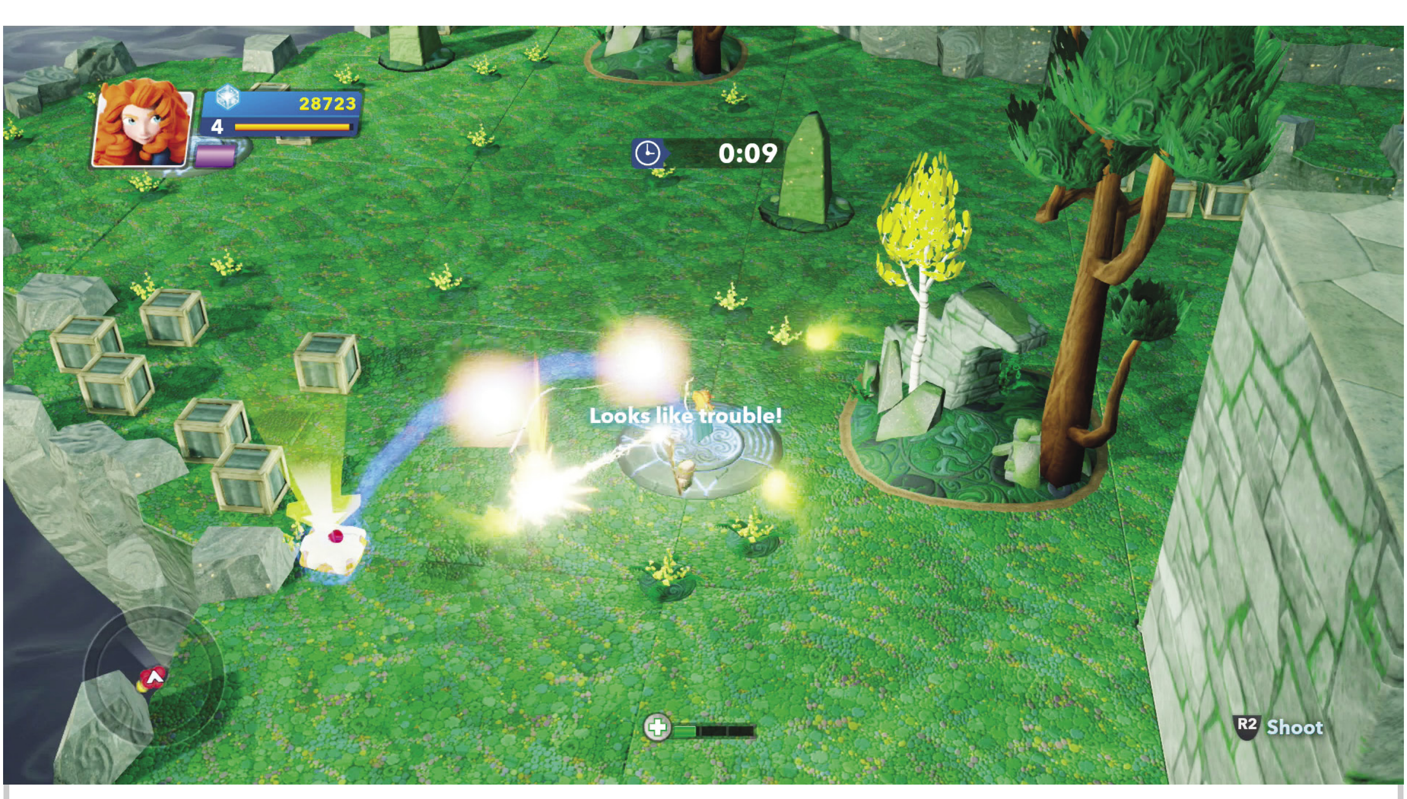
DunBroch Forest 2—Area A

There are three cakes that you must collect in this area. However, this time it is a bit tougher to remove the spell protecting them. Each cake is magically connected to a round, stone pressure plate in the ground. In order to end the spell, a character must stand on the pressure plate for specific amount of time. That time on the plate does not have to be continuous, so you can stand on it for a few seconds and then get off and come back. While that may not seem difficult, there is a catch. As soon as you step on the plate for the first time, enemies begin spawning in around the pressure plate. They continue to spawn until the spell is ended.



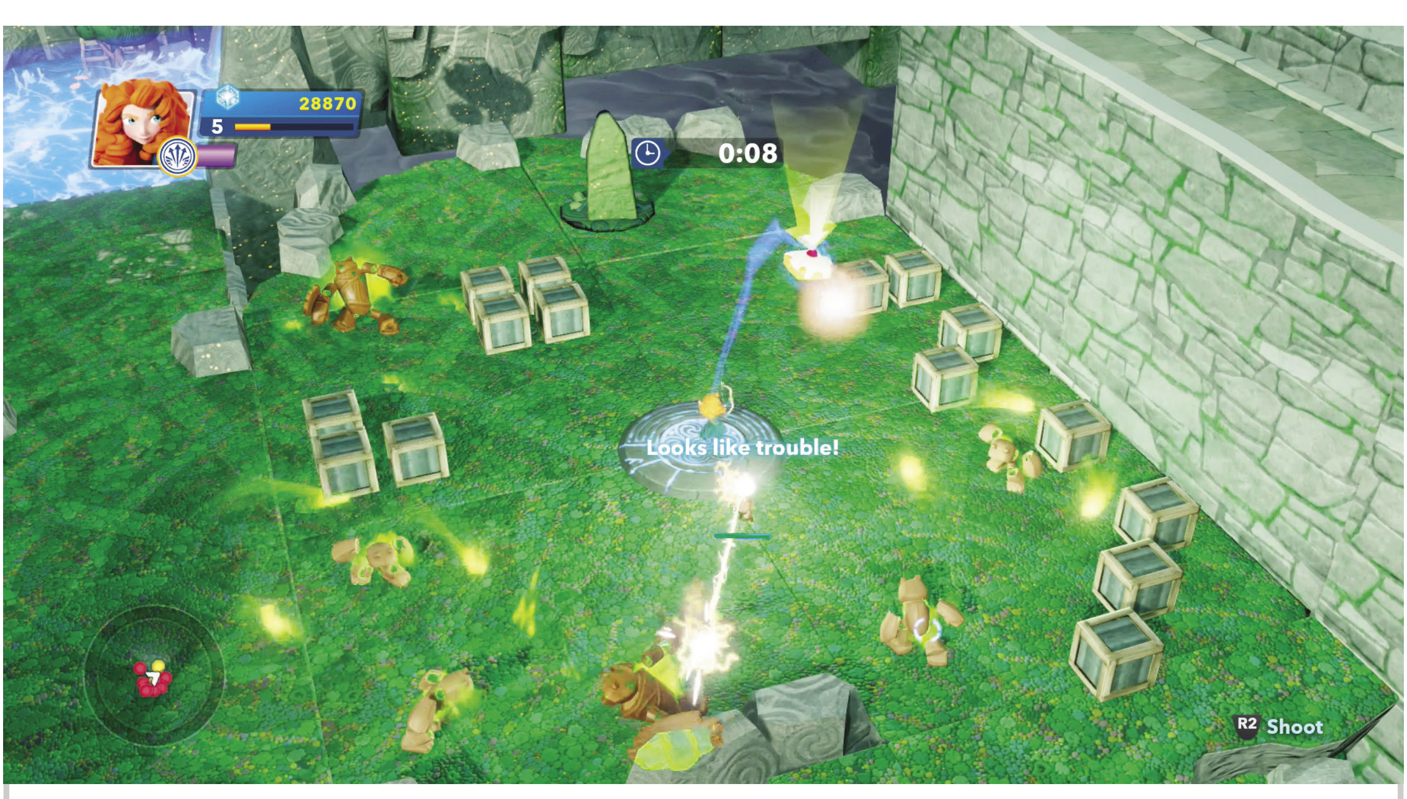
Step on the stone pressure plate to begin removing the protective spell from the cake.

For the first cake, which is near the entrance to area A, you have to remain on the plate for ten seconds. As soon as you touch it, Marsh Mucks appear and begin attacking. Try to stay on the pressure plate as long as you can and fight them off. However, you may need to move away for a bit. When you do, the countdown timer stops and then begins counting down again once you are back on the plate. When it gets to zero, the protective spell is broken and you can collect the first cake.



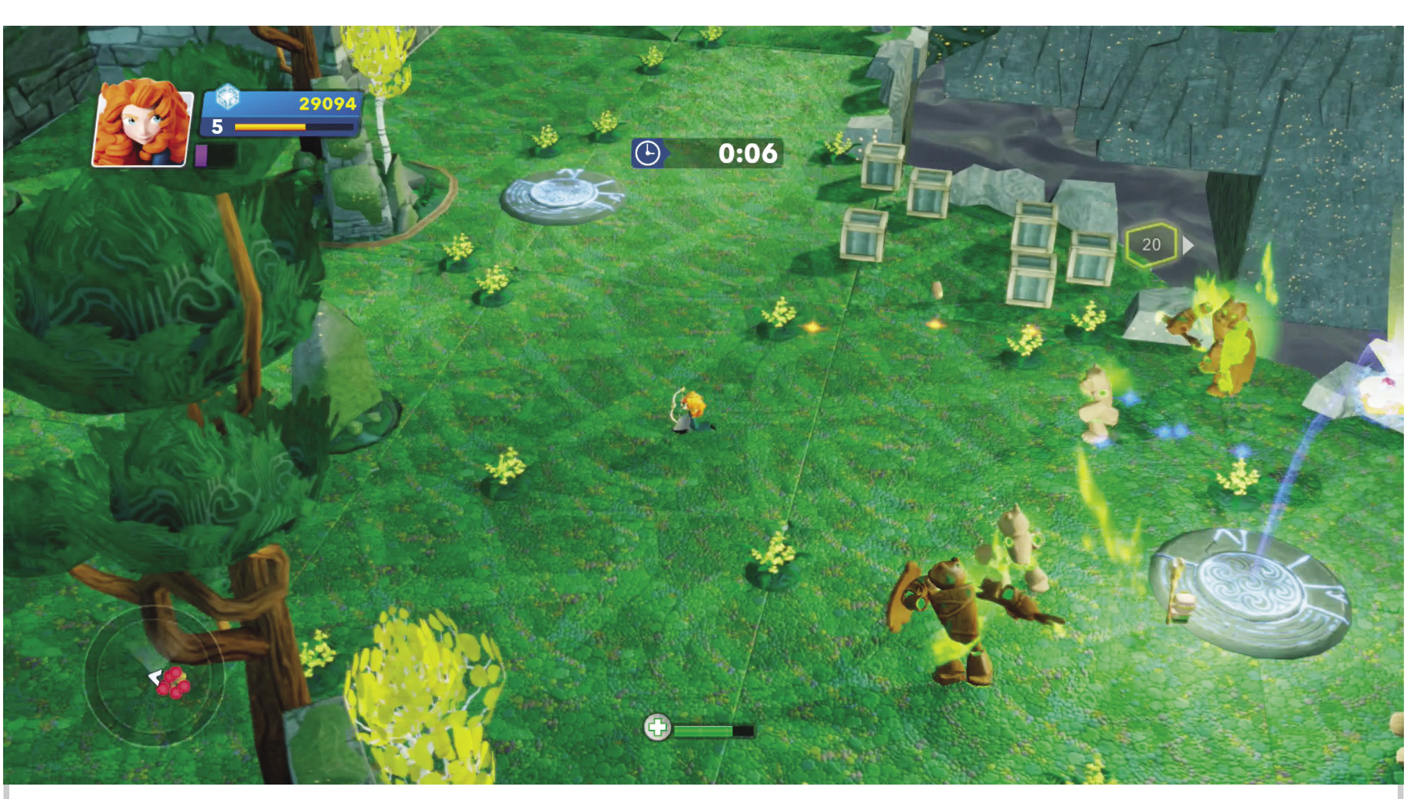
The timer only counts down while you are standing on the pressure plate. However, get off if you need to in order to avoid taking too much damage.

Follow the yellow objective marker to the next stone pressure plate and repeat the process. Once again, you have to stand on the plate for ten seconds. However, this time you have to deal with Pine and Oak Bears, making it tougher to stay in one spot. Leave the plate, defeat a few enemies, and then try to get back to the plate for a couple seconds before leaving it again. Remember that enemies continue to spawn, so there is no point in trying to defeat all the enemies and then stand on the plate—they just keep coming.



Fight off Pine and Oak Bears at the second cake. Keep moving and stop on the plate for a second or two as much as you can. The sooner you get the countdown to zero, the sooner the enemies stop spawning in to attack you.

The last cake requires the same tactics as before. Here you face more Pine and Oak Bears. If necessary, run away from the pressure plate to avoid being surrounded. As you draw the enemies away, rush back to the pressure plate and stand on it for a few seconds until they return. The enemies only spawn to a set number and then stop. As you defeat the bears, more spawn in to replace them. However if you just lead them away without defeating them, no more enemies spawn near the pressure plate.

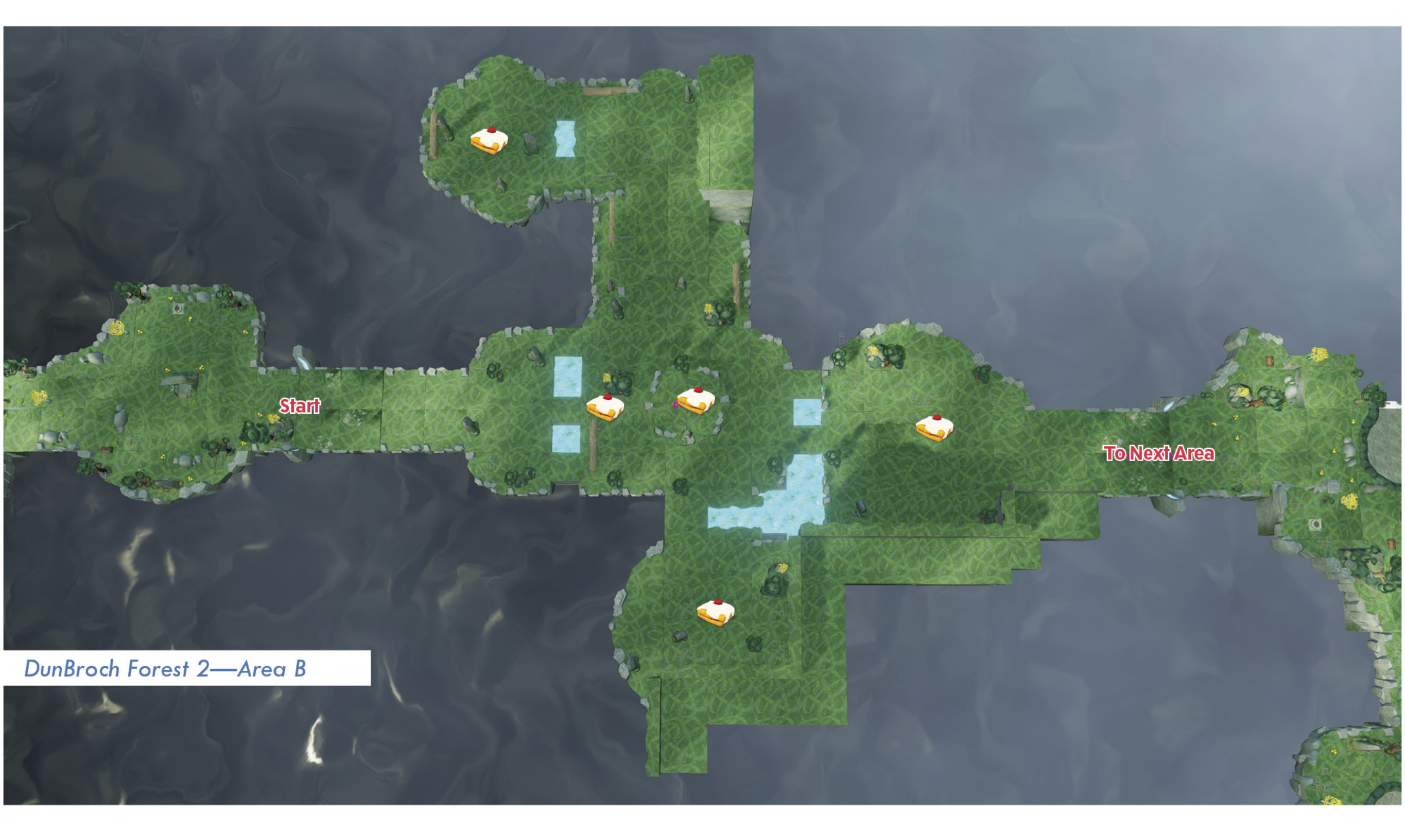


Standing on the pressure plate is a good way to get surrounded by enemies. Try running away from the plate and the enemies will follow. Then rush back and stand on the plate until they return.

Tip

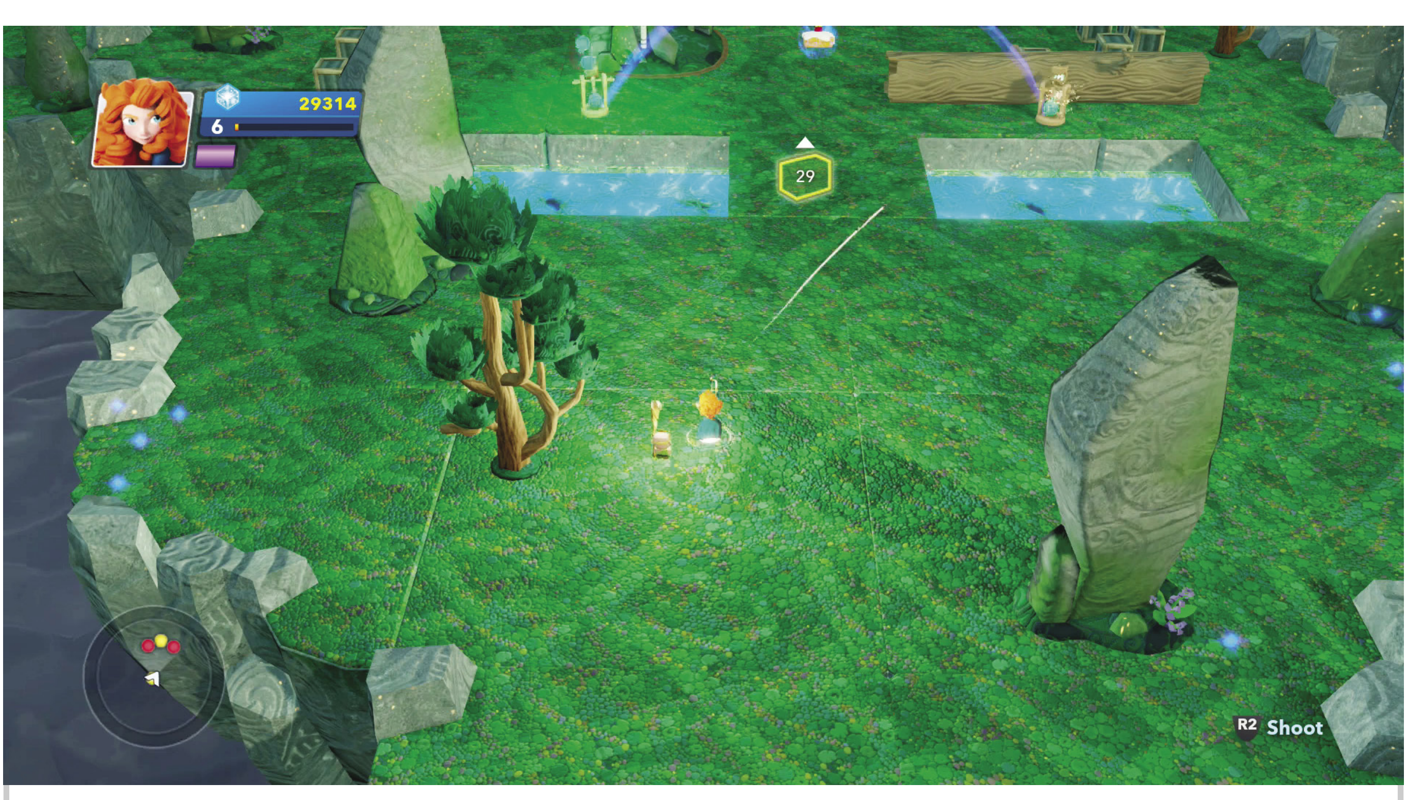
You don't have to defeat all of the enemies around the pressure plate. Once you get the timer to zero and the spell is broken, rush up and get the cake. All of the enemies spawned by the pressure plate immediately disappear! Therefore, you can spend a lot of time blocking and dodging attacks while standing on the pressure plate and then go for the cake to get rid of these enemies.

AREA B



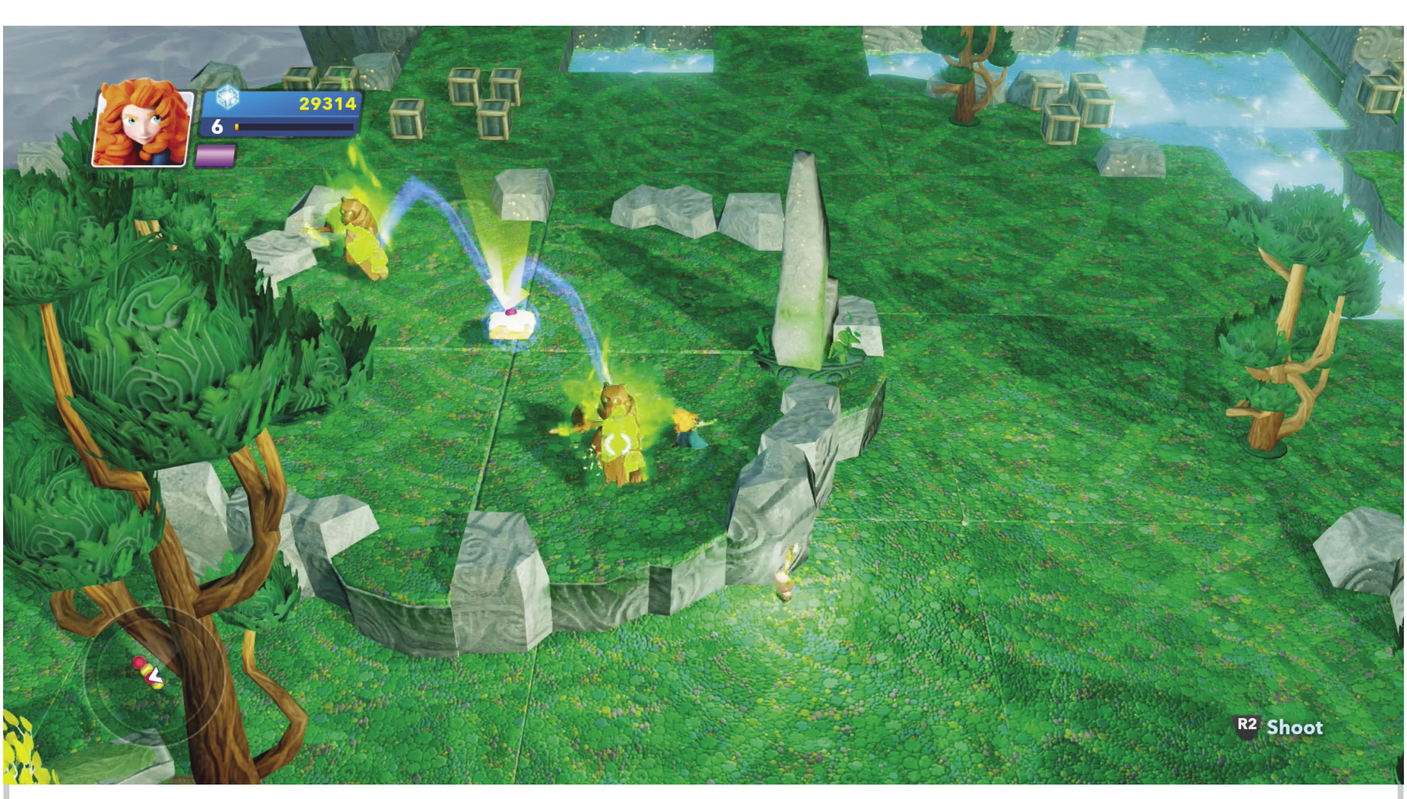
DunBroch Forest 2—Area B

Area B offers a new way of protecting the cakes. The spells are linked to enemies. Destroy the enemies and the spell is broken. Just after passing through the entrance to this area, you find a couple Bear Catapults linked to a cake. Destroy the two Catapults—with ranged attacks if possible—and then go and grab the cake. That was not so tough. However, the other cakes are better protected.



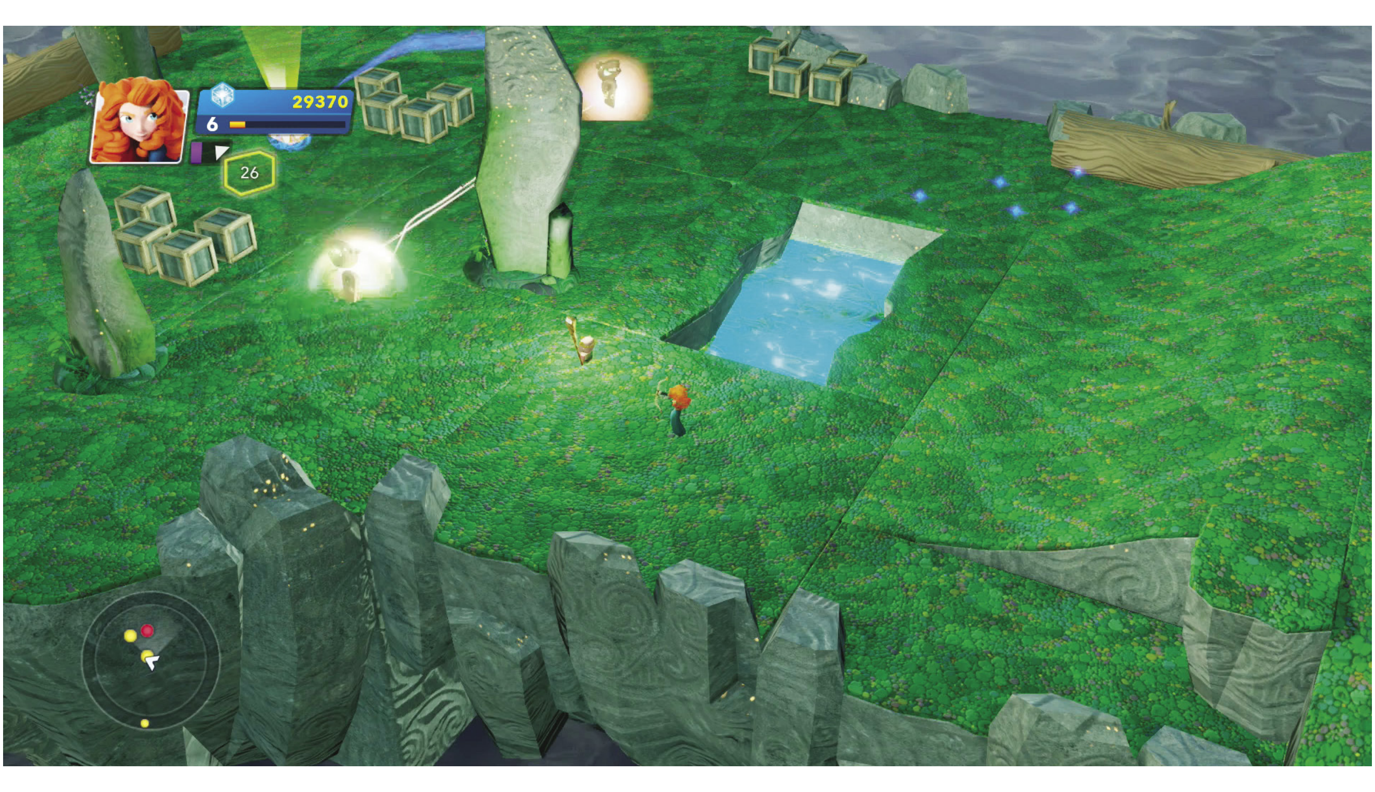
Destroy the two Bear Catapults to break the spell so you can collect the first cake in this area.

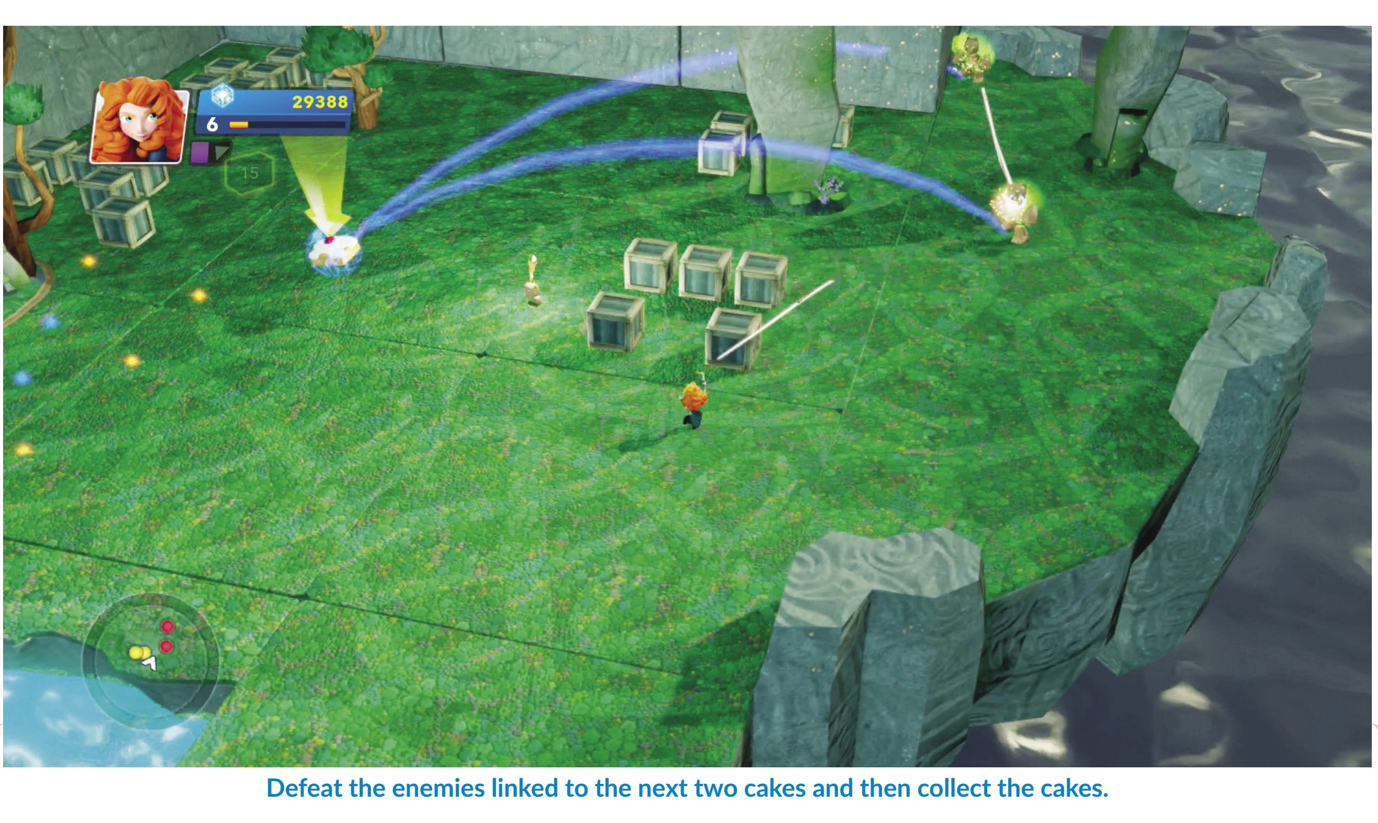
The next cake is protected by a couple Oak Bears. These are tougher to defeat—especially since they are on a small, raised circular area. Either use ranged attacks or get in and use melee attacks up close to break the spell by defeating them. You can also try to lead them away onto flat ground where your character's attacks might be more effective.



Defeat these two Oak Bears to claim the second cake.

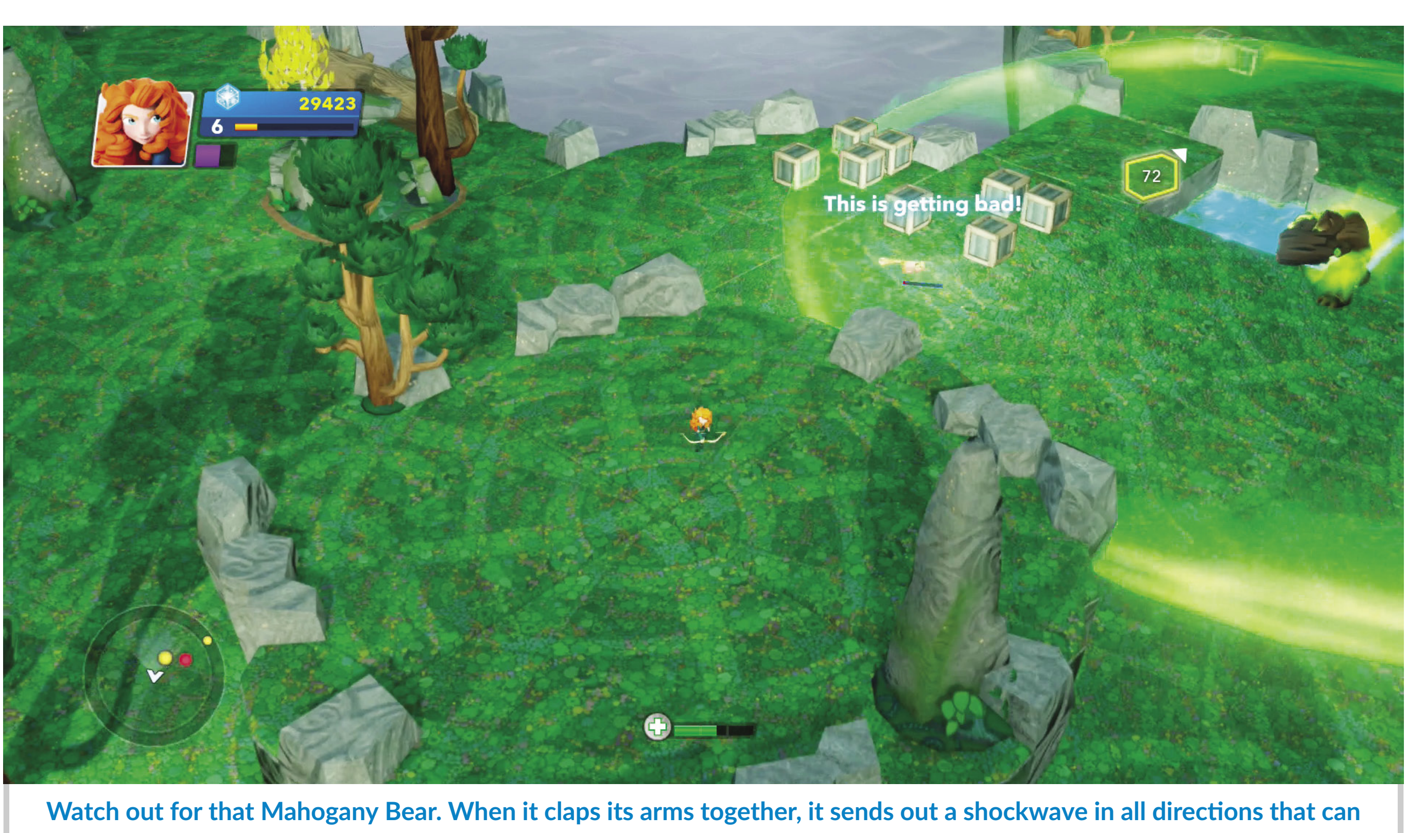
As soon as you grab the second cake, two more cakes appear, complete with protective enemies. One has only a couple Bear Catapults linked to it. However, you will need to fight your way through some more enemies to get to it. The other cake has three Pine Bears linked to it. By this time, your character should have little difficulty dealing with them. Go get that cake.



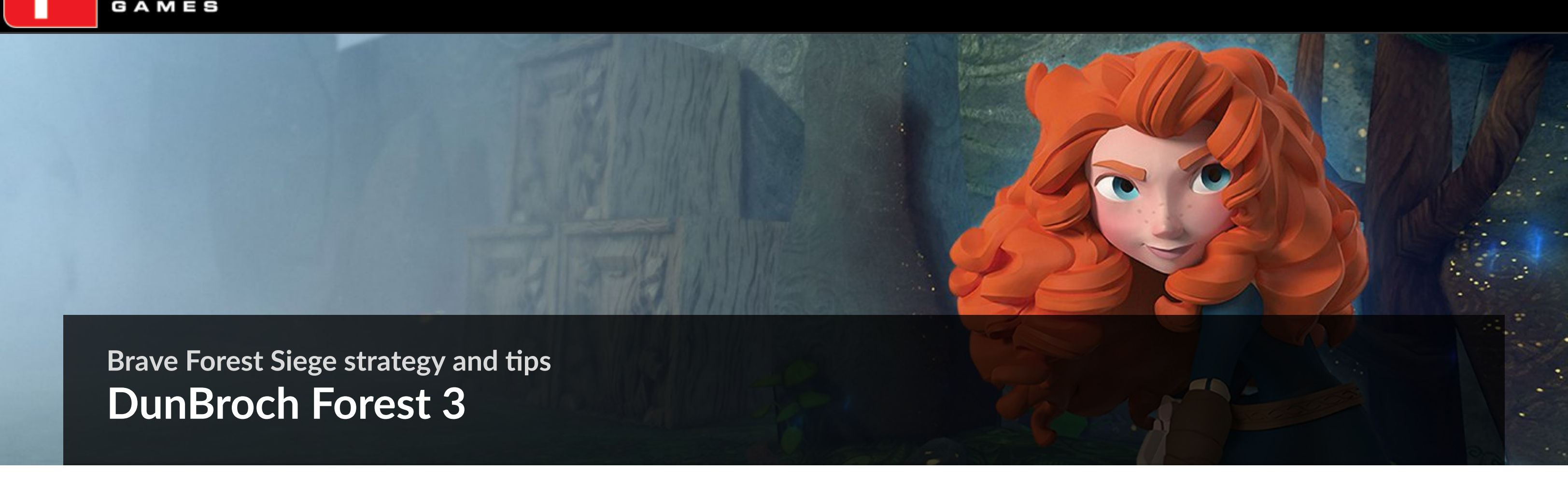


Defeat the enemies linked to the next two cakes and then collect the cakes.

The fifth and final cake is the toughest to get. Not only does it have two Bear Catapults linked to it—but also a Mahogany Bear. This bear is tough to defeat. Watch out for its shockwave attack as well as the projectiles it can throw. This is a good time to use a special move if your character has one and has purple Sparks saved up to use it. Once you have defeated this big bear, go after the Catapults, collect the cake, and be on your way.



Watch out for that Mahogany Bear. When it claps its arms together, it sends out a shockwave in all directions that can damage you and your sidekick.

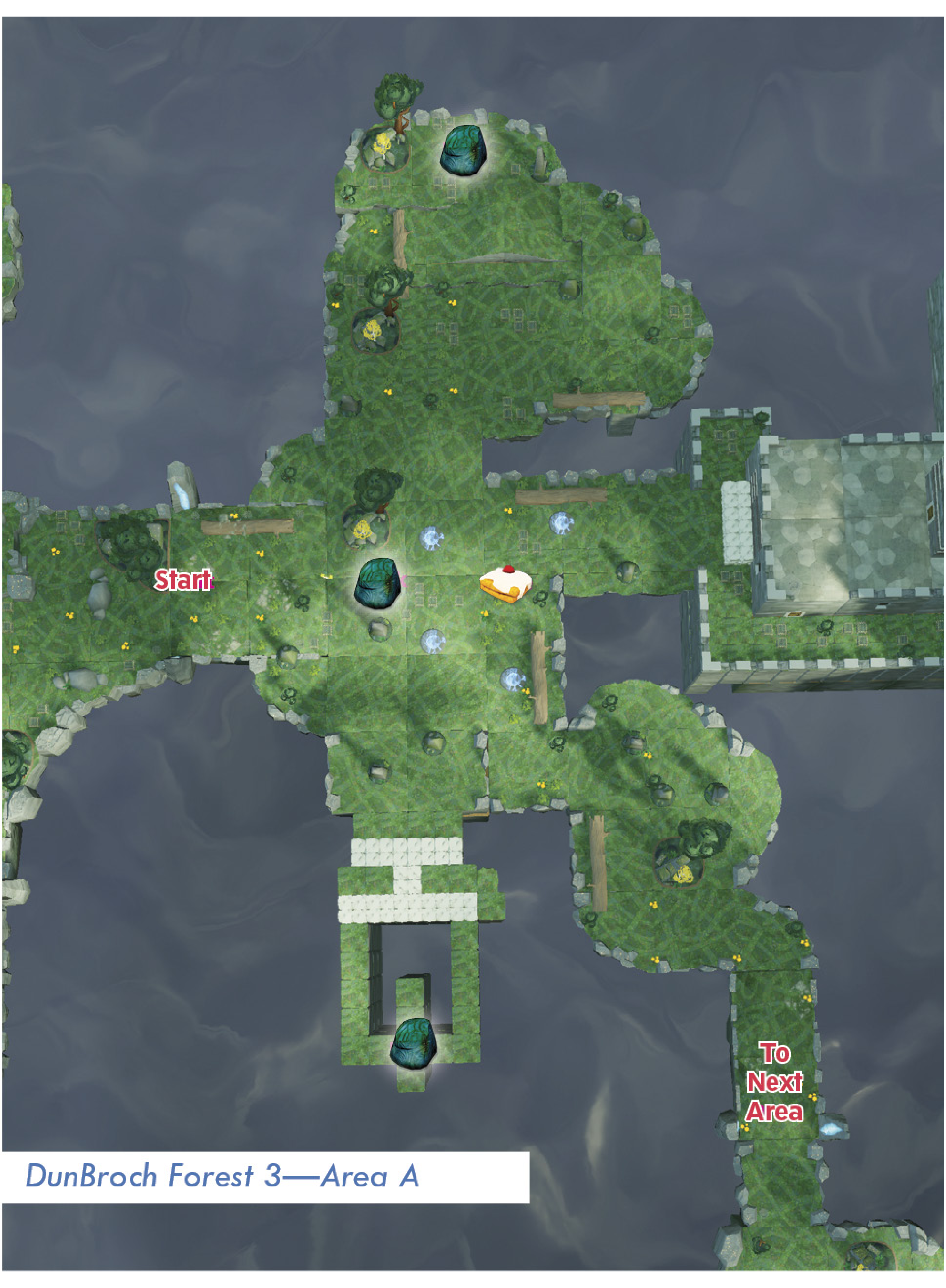


Brave Forest Siege strategy and tips

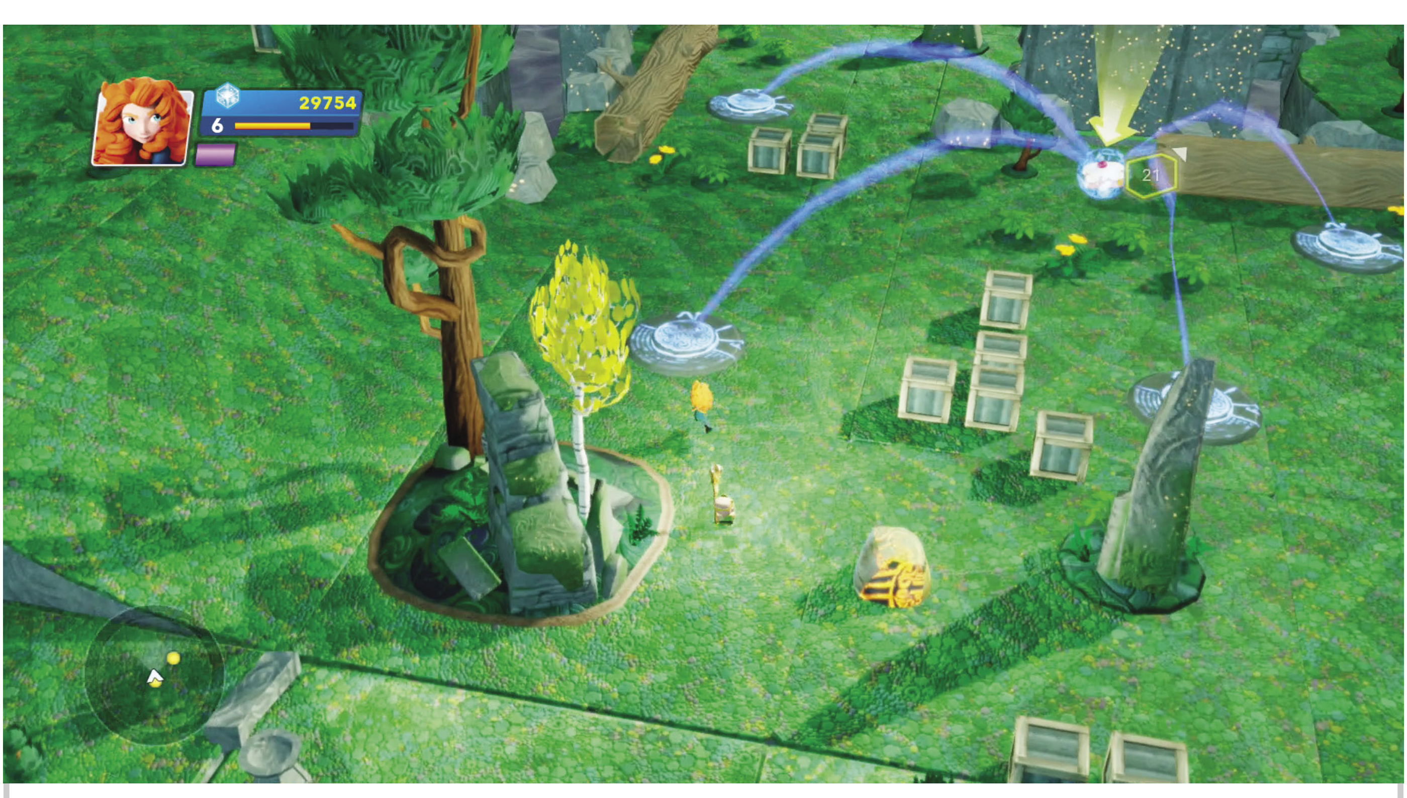
DunBroch Forest 3

As you enter the third forest, collect as many Sparks and loot as you choose. Then continue to the areas where the cakes await.

AREA A

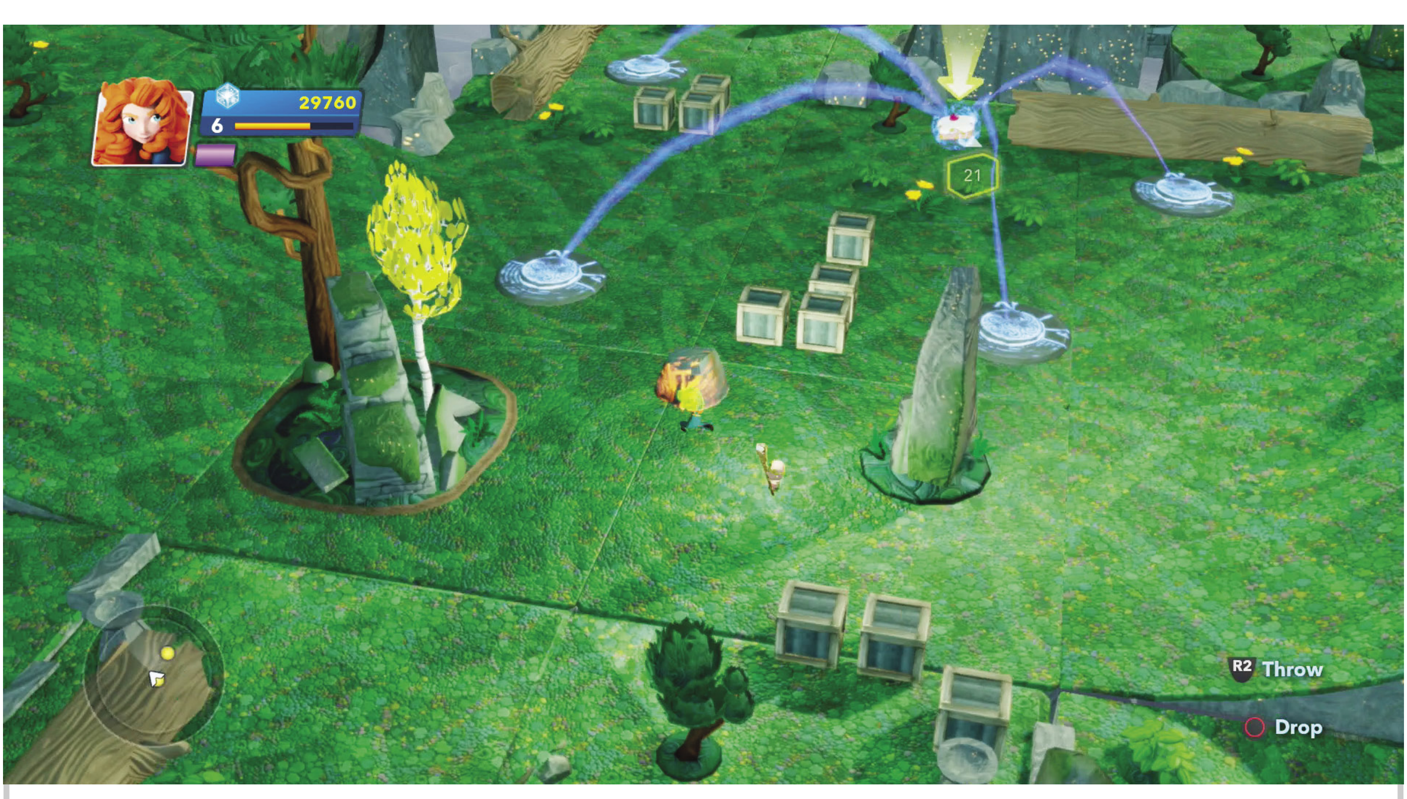


This area has only one cake. However, it takes quite a bit of effort to collect this one. The cake is linked to four round, stone pressure plates. All four plates must be pressed at the same time in order to break the spell. However, you can only stand on one of them at a time. Therefore, you will need to find something to place on the other three pressure plates.



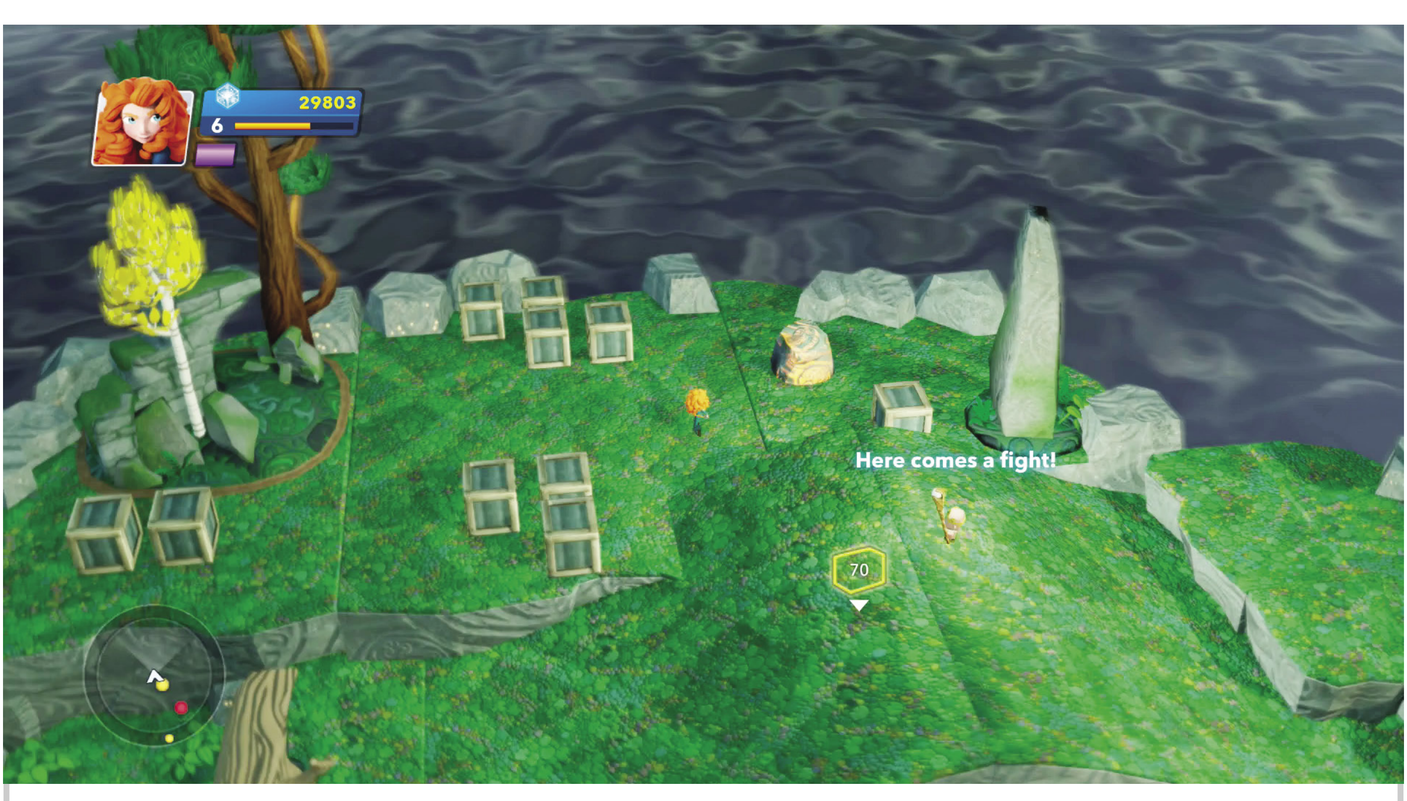
This cake is linked to four pressure plates.

Luckily there is a large rock nearby. Walk over to the rock, pick it up, and then drop it onto one of the pressure plates. Notice that the link between that plate and the cake is broken. Now you need to find two more rocks and place them on two of the pressure plates.

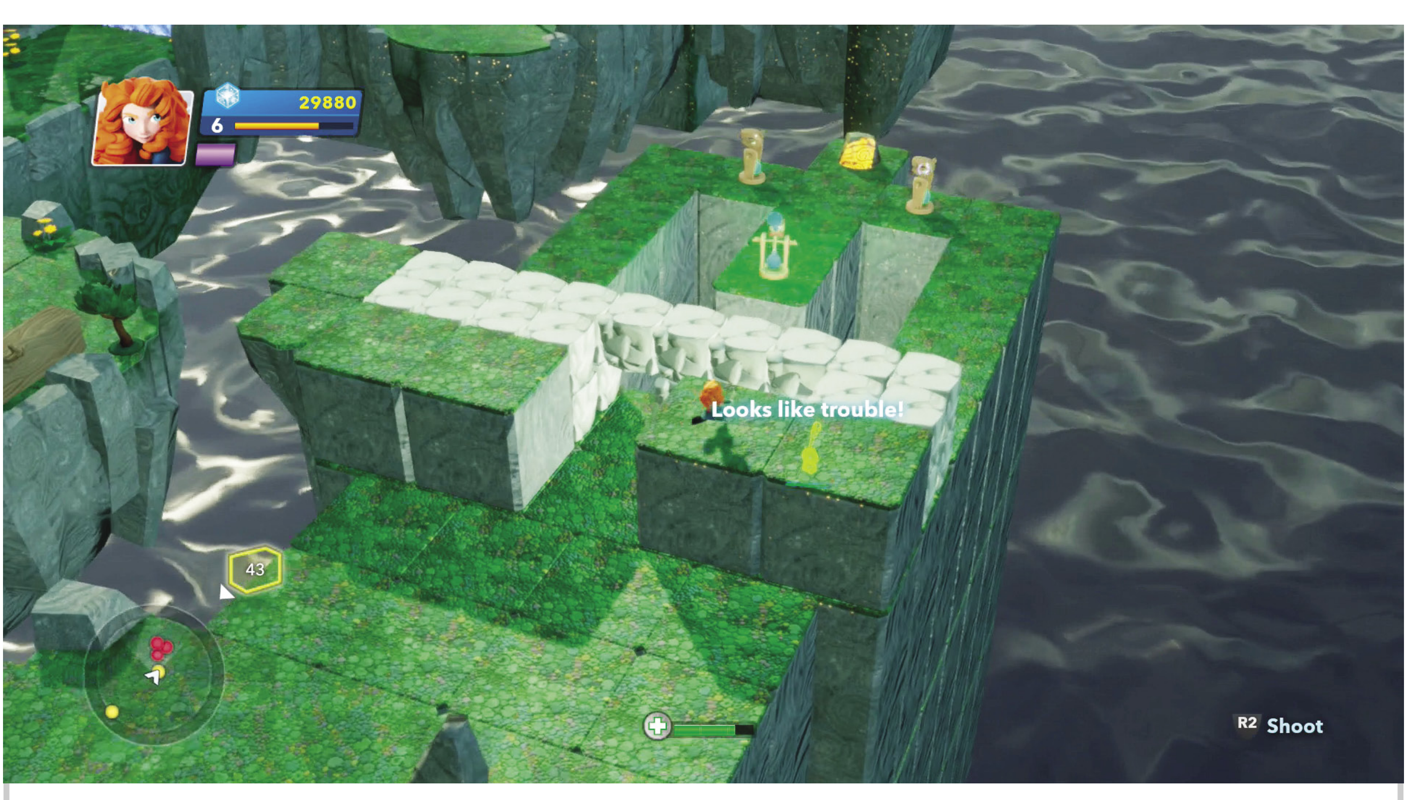


Use the nearby rock to hold down one of the pressure plates.

A second rock is off to the side by itself. While you can get there without any trouble, enemies spawn behind you. Carry the rock as far as you can, then fight off the enemies blocking your way. Pick up the rock again, carry it the rest of the way, and place it on a second pressure plate. Now go after the third rock. You have to break your way through some blocks to get to it. Defeat the three Bear Catapults guarding it and then be careful as you carry it back so that you don't step off the side of the narrow walkways or your character will be defeated. Once you have three rocks on three of the pressure plates, stand on the fourth pressure plate to break the spell. Then collect the cake and continue to the next area.

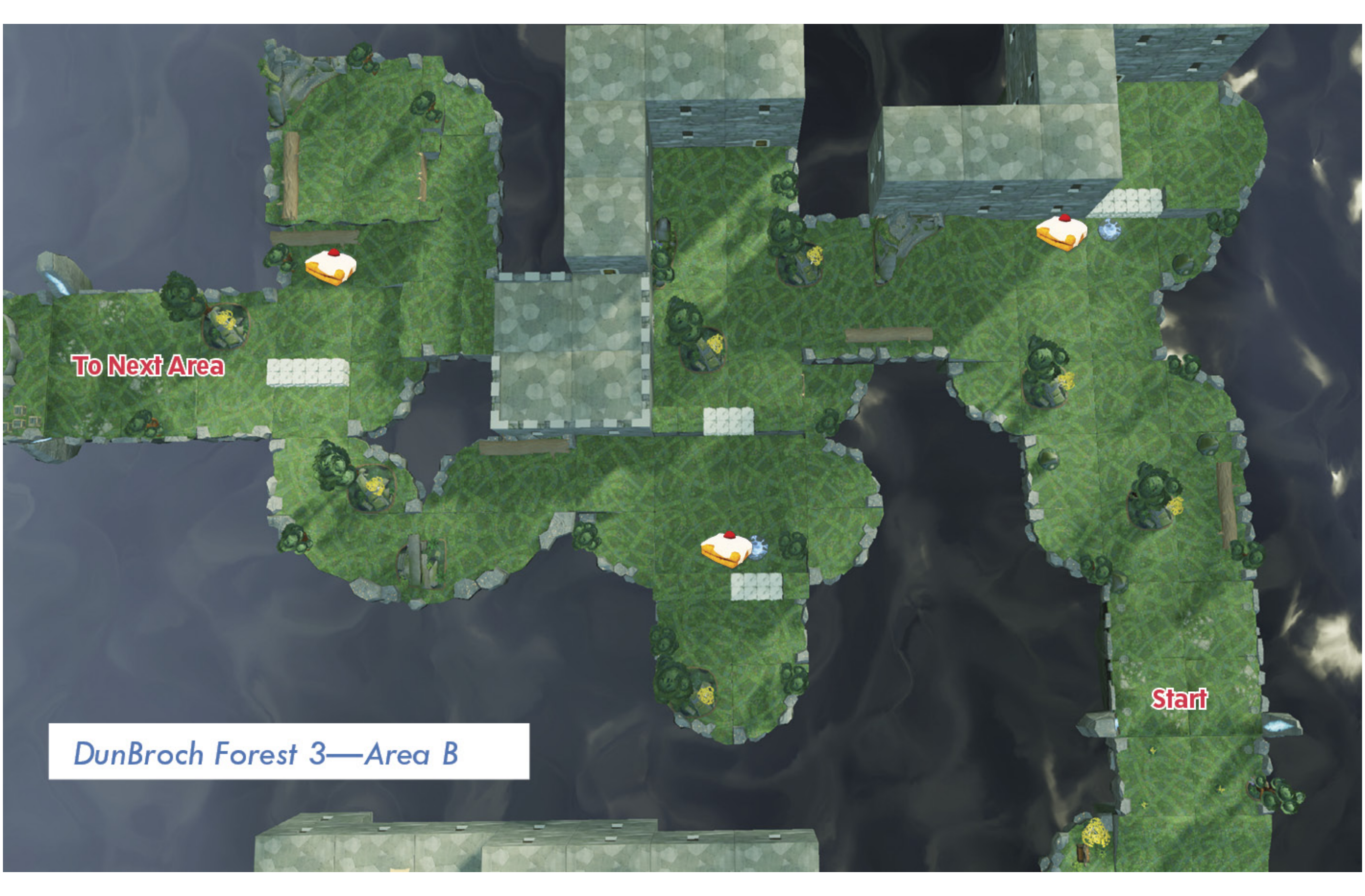


The second rock looks clear. However, you need to fight your way through enemies to get it back to the cake.

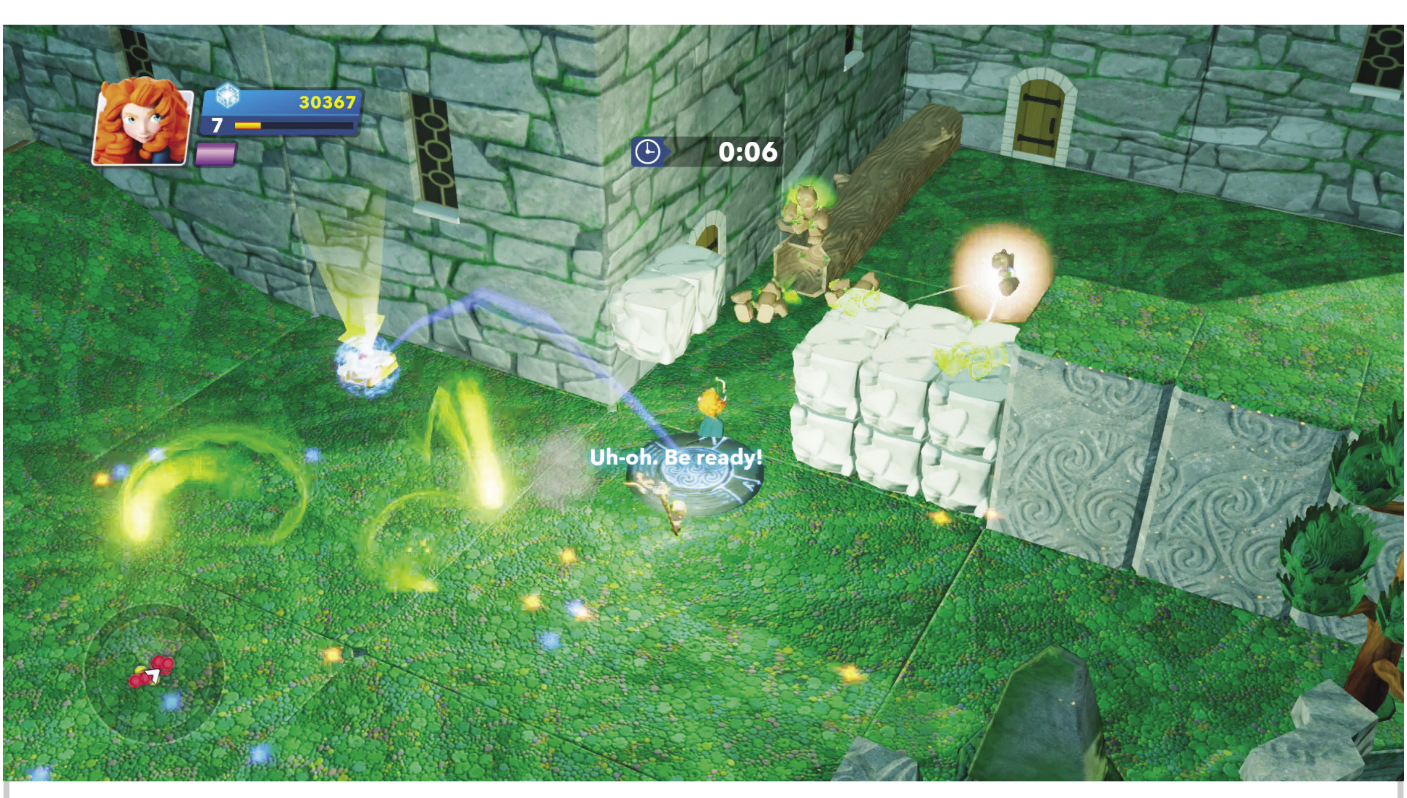


The third rock is defended by three Bear Catapults.

AREA B

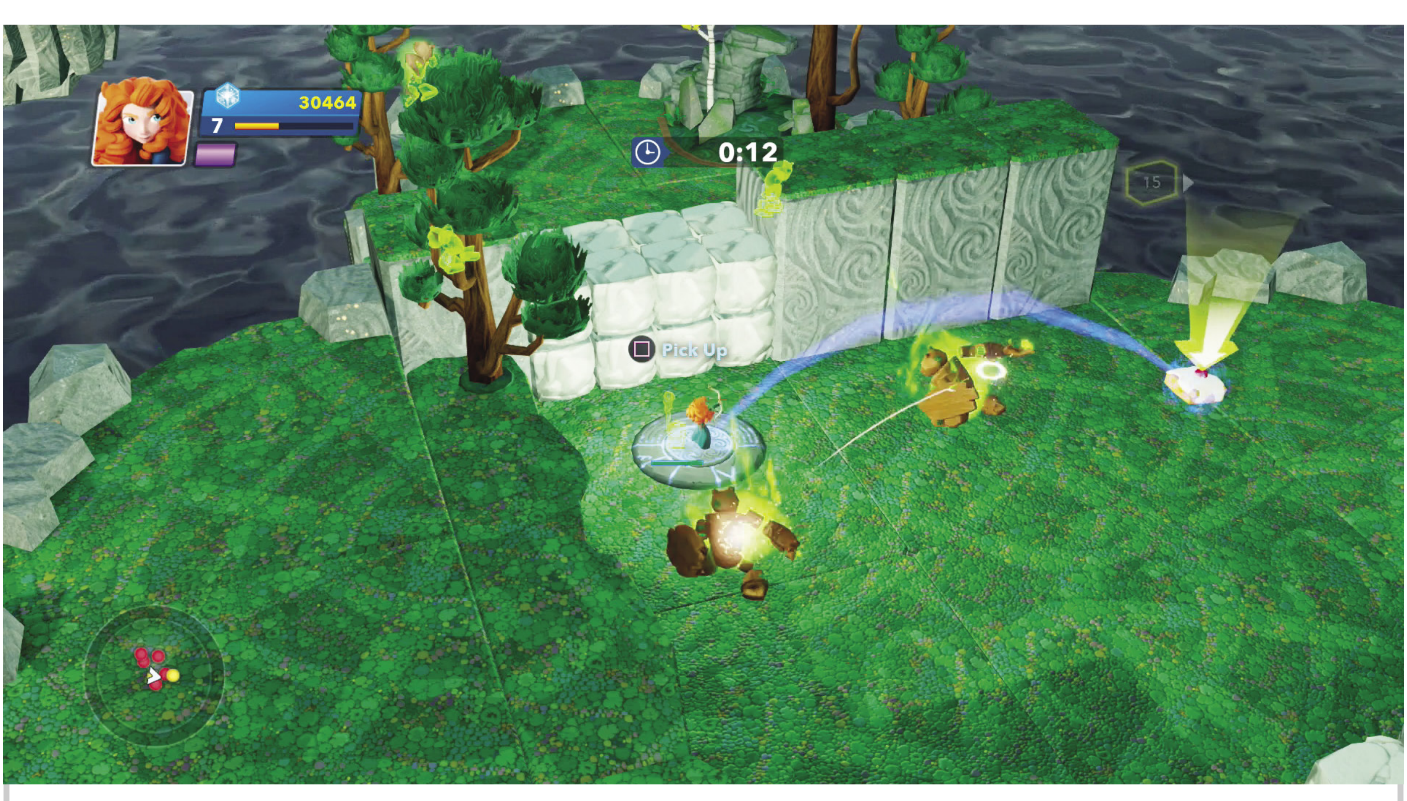


This area has the timed pressure plates near the cakes. The first one is near the entrance. There are some destructible blocks near it. Avoid destroying the blocks, since some enemies spawn behind the blocks. If you leave the blocks intact, the enemies can't harm you. Stand on the pressure plate for ten seconds and then collect the cake.



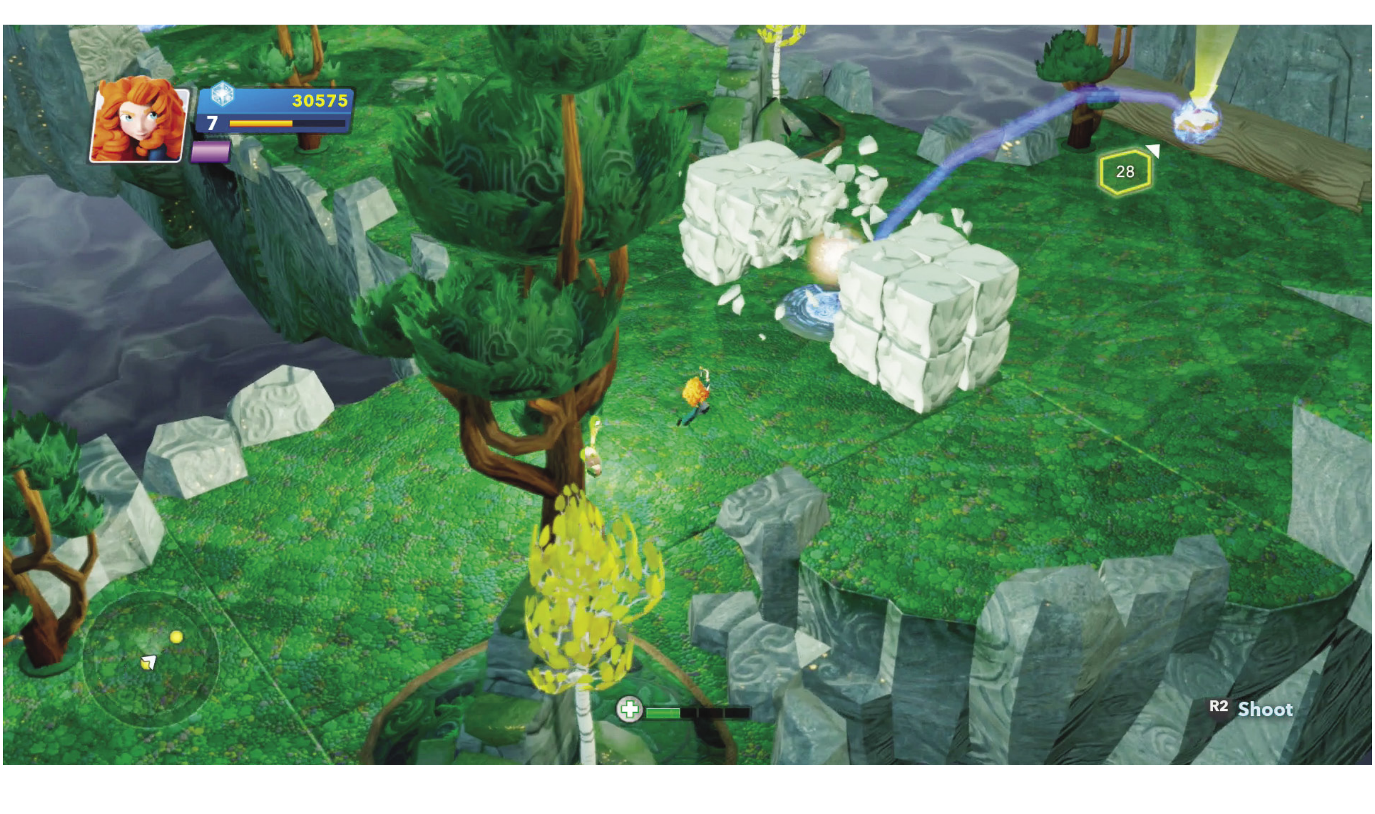
Enemies spawn behind the block wall, so avoid destroying the wall and you have fewer threats to worry about.

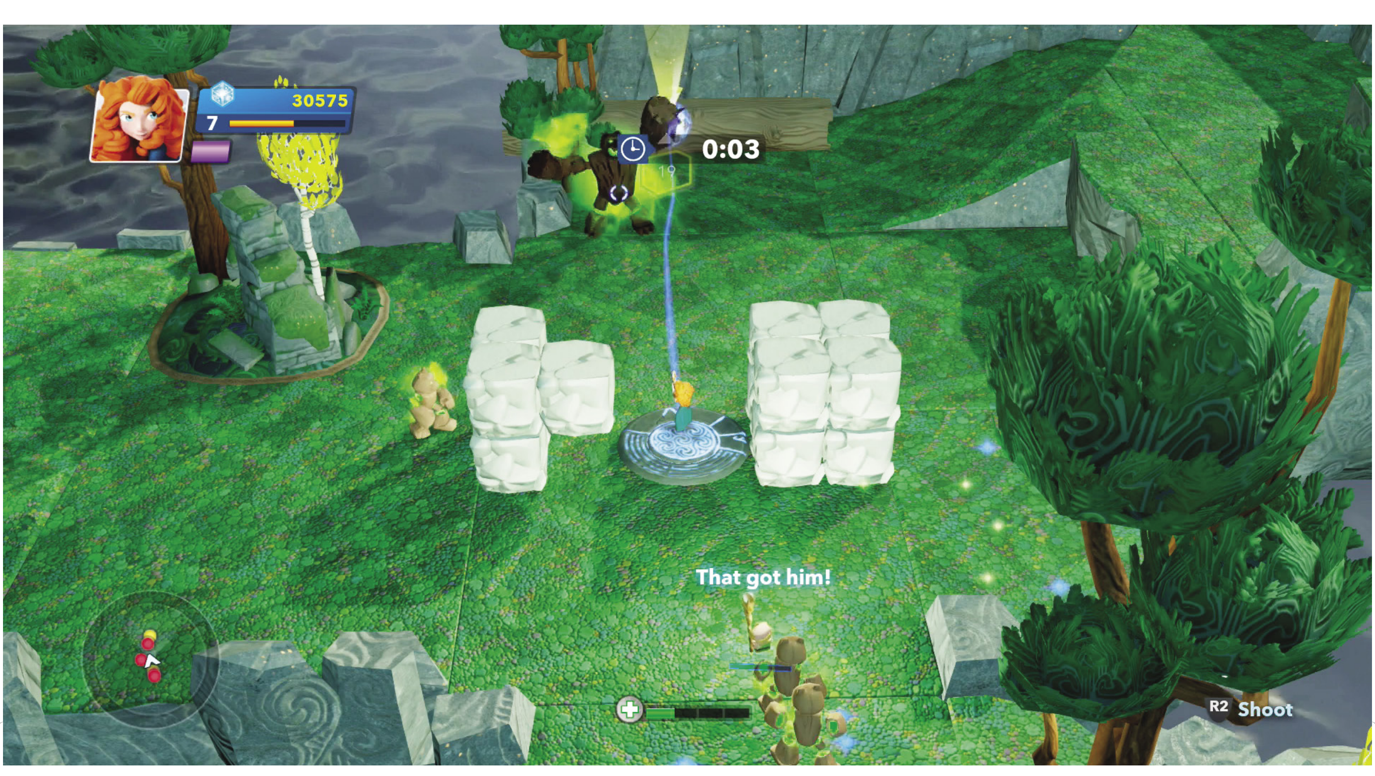
The second cake is also near a block wall. Use the same strategy as before. However, you have to deal with two Oak Bears and stand on the pressure plate for fifteen seconds. This is a good place to try to lead the bears away and then rush back to stand on the pressure plate for several seconds. Then grab the cake to make all the enemies disappear.



Standing on this pressure plate for fifteen seconds can be tough with a couple Oak Bears trying to defeat you.

The last cake is a bit tougher. The pressure plate is buried under blocks. So start off by destroying the blocks to reveal the plate so you can stand on it. Then a Mahogany Bear and some Pine Bears appear and begin attacking. For this one, stay on the pressure plate and jump up to try to dodge the shockwaves. You have to stand on the plate for fifteen seconds. Don't waste time trying to defeat the Mahogany Bear. If you do, another one spawns in. Instead, break the spell and then rush past the big bear to get the cake. When you do, all of the enemies disappear and the magical barrier disappears so you can make your way towards the exit.





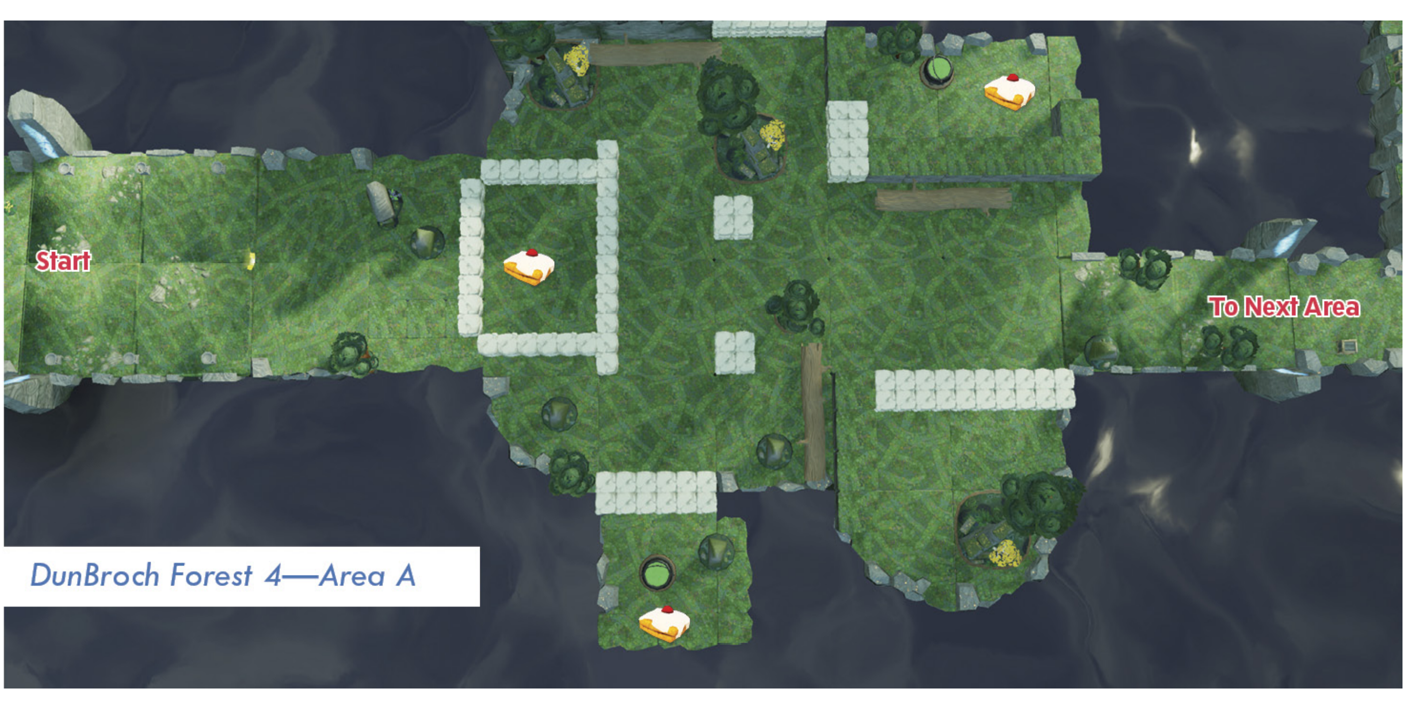
Uncover the pressure plate and then fight off enemies for fifteen seconds while you stand on it.

Brave Forest Siege strategy and tips

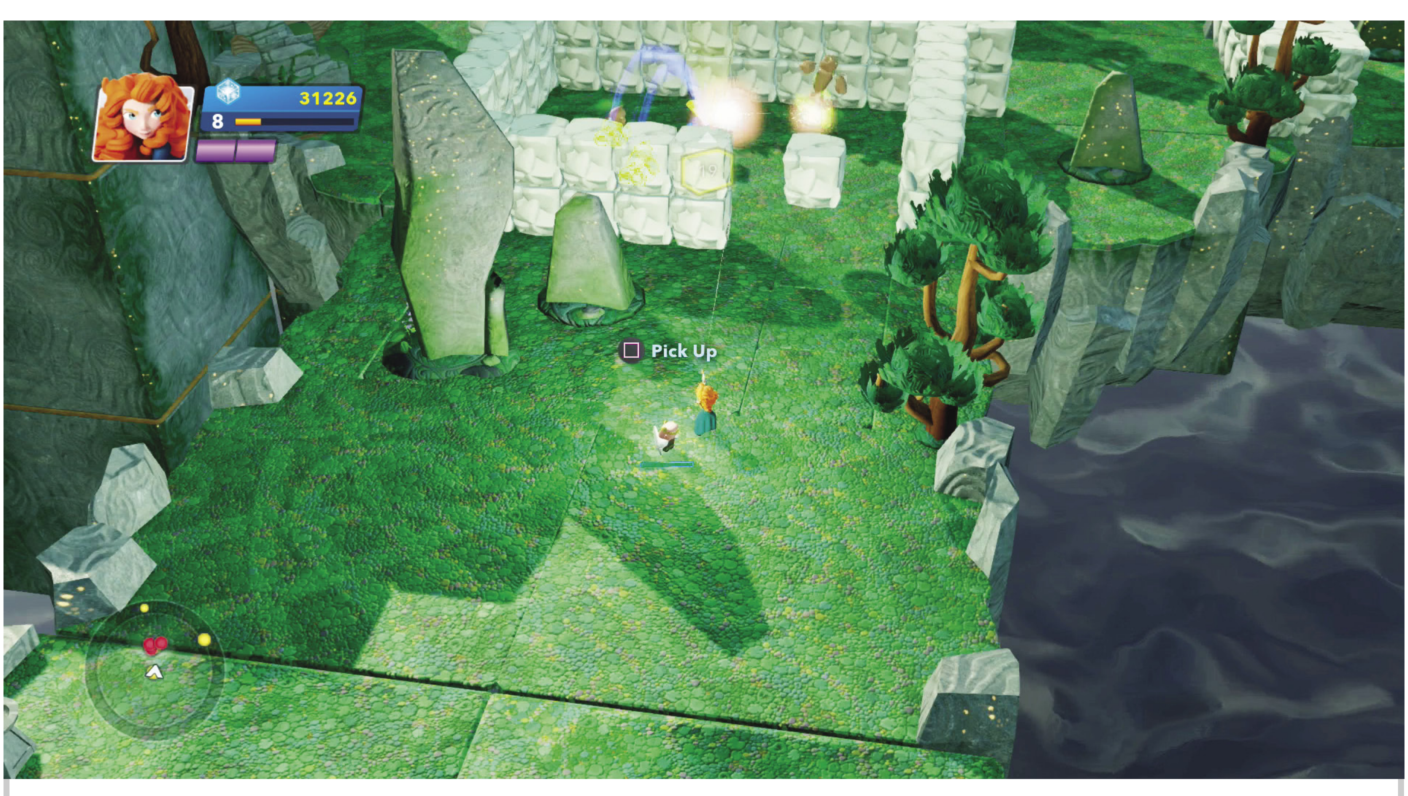
DunBroch Forest 4

The challenges in this forest are tougher than the previous ones. Be sure to bring a character with some built-up skills.

AREA A

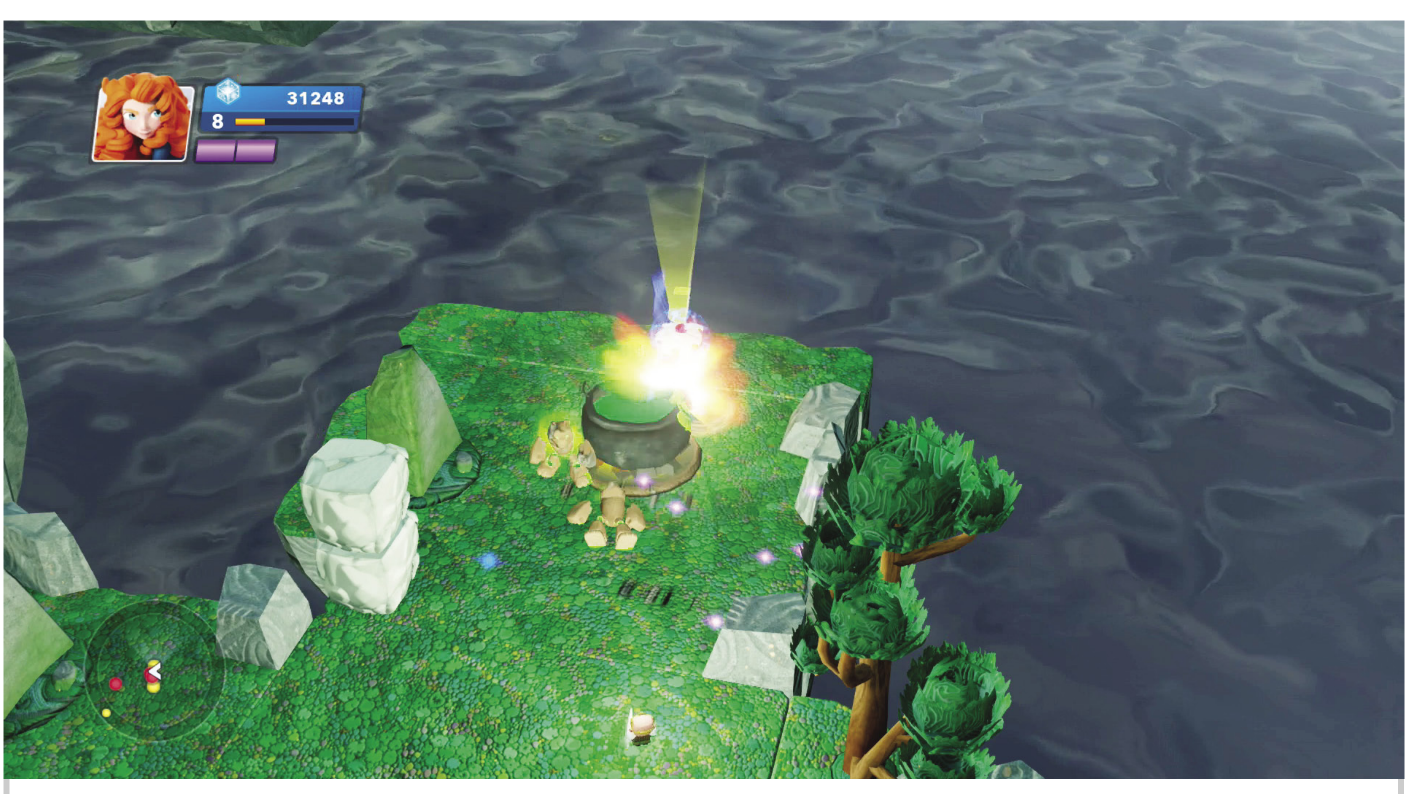


The first cake in this area is linked to some Pine Bears located inside a block wall. Break through the blocks and defeat the bears in order to claim the cake. This one is easy, but the rest will be tougher to get.



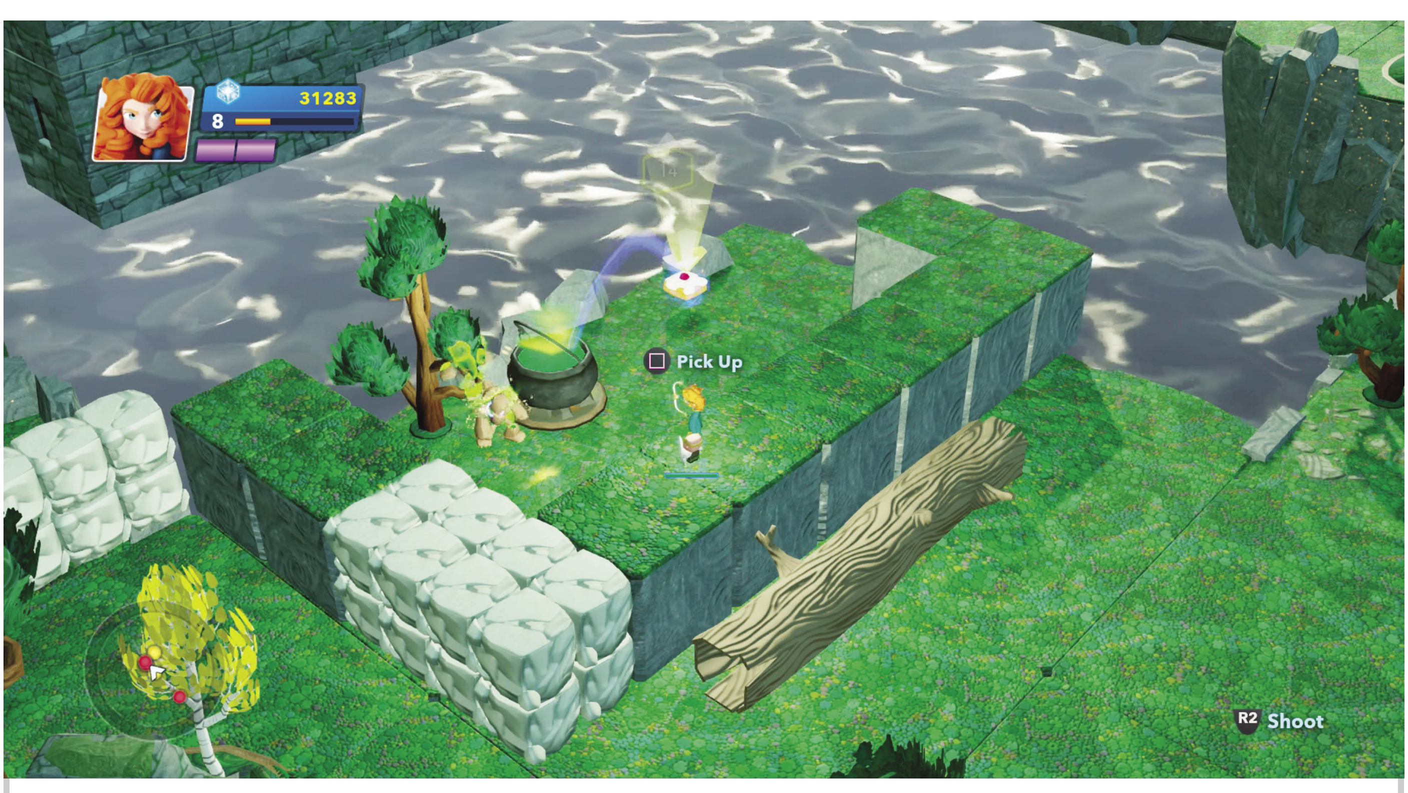
You have to break through the wall to get to the bears and the cake.

The second cake is linked to a cauldron that must be destroyed. However, as long as the cauldron exists, enemies will spawn in. Therefore, you have to divide your time between attacking the cauldron and defeating the enemies that attack you. Attacks that can affect more than one target are great for this type of situation.



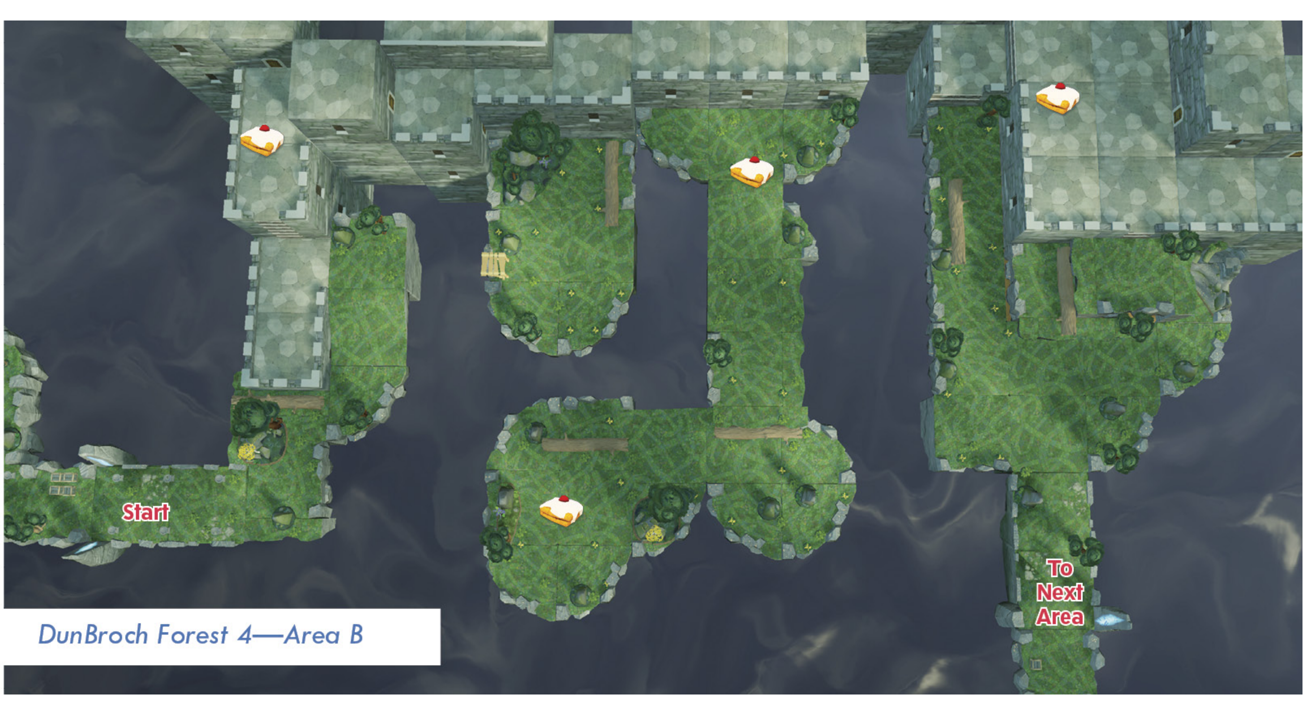
Destroy the cauldron to get to the cake and stop enemies from spawning.

The third cake is located in a walled-off area. Part of the walls are made of blocks and destructible. However, select a character with a ranged projectile attack. Jump up onto the green part of the wall and fire down at the cauldron. The Pine Bears that spawn can't get to you, so keep firing until the cauldron is destroyed. Then jump down and grab the cake.

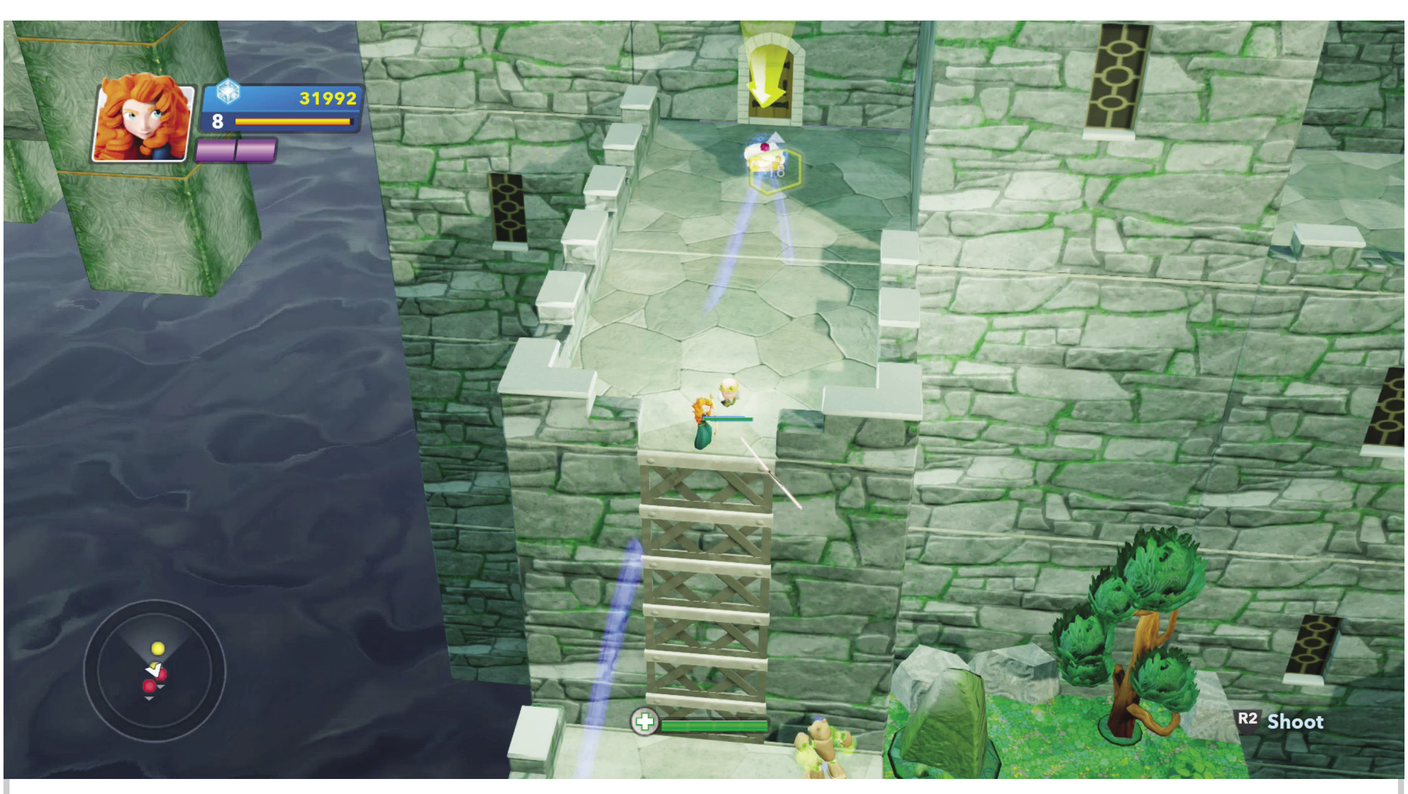


Don't want to get into a fight with bears? Stand atop the wall and shoot at the cauldron.

AREA B

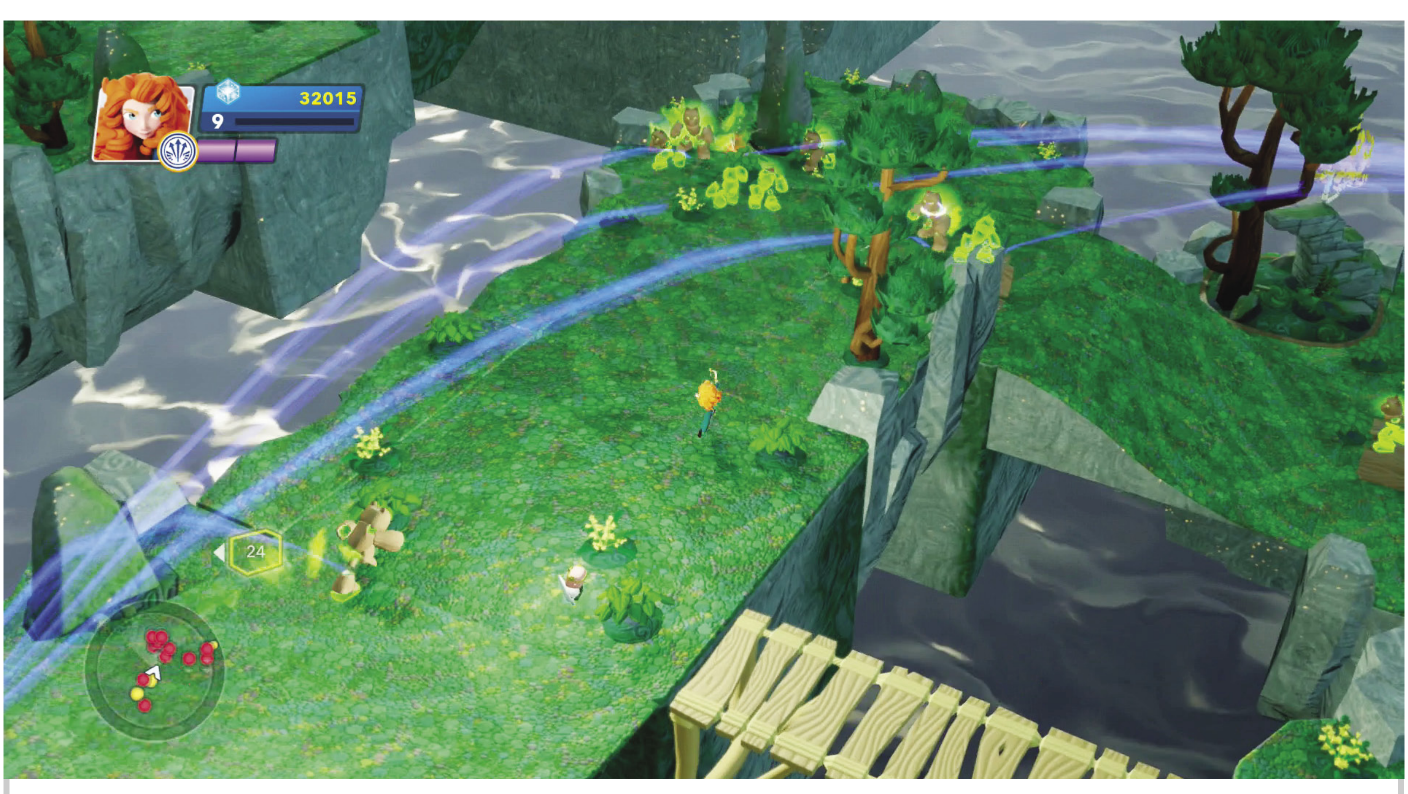


This area also has cakes linked to enemies. However, you will have to do some climbing on castle walls here. The first cake is at the top of a wall and linked to four Pine Bears. They usually come down to you, so defeat them down below and then climb the wall to get the cake.



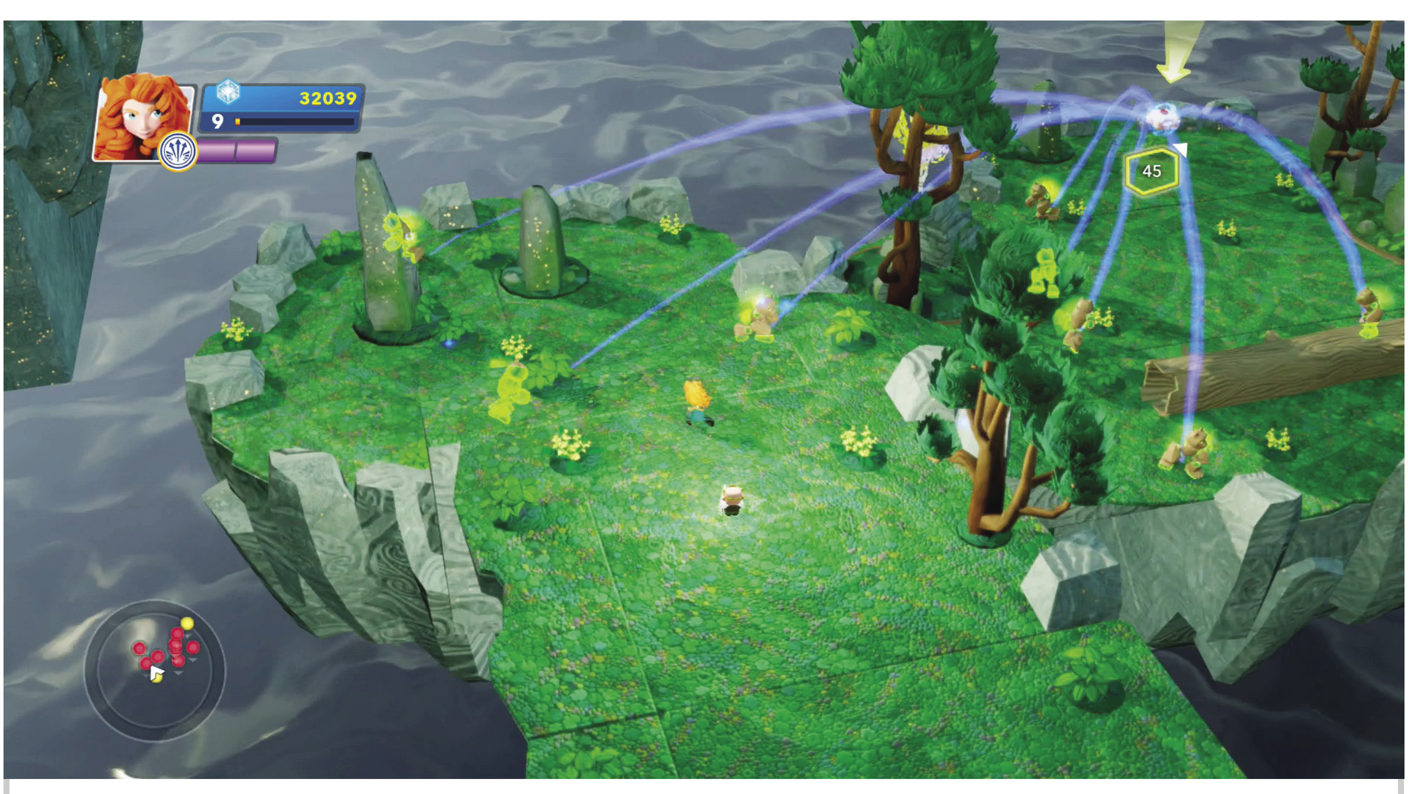
The cake is at the top of the wall. Defeat the Pine Bears before climbing if you can get them to come down to you.

The second cake is linked to several Pine Bears. Once you get the first cake, a couple wooden bridges appear allowing you to cross to the area where the cake is located.



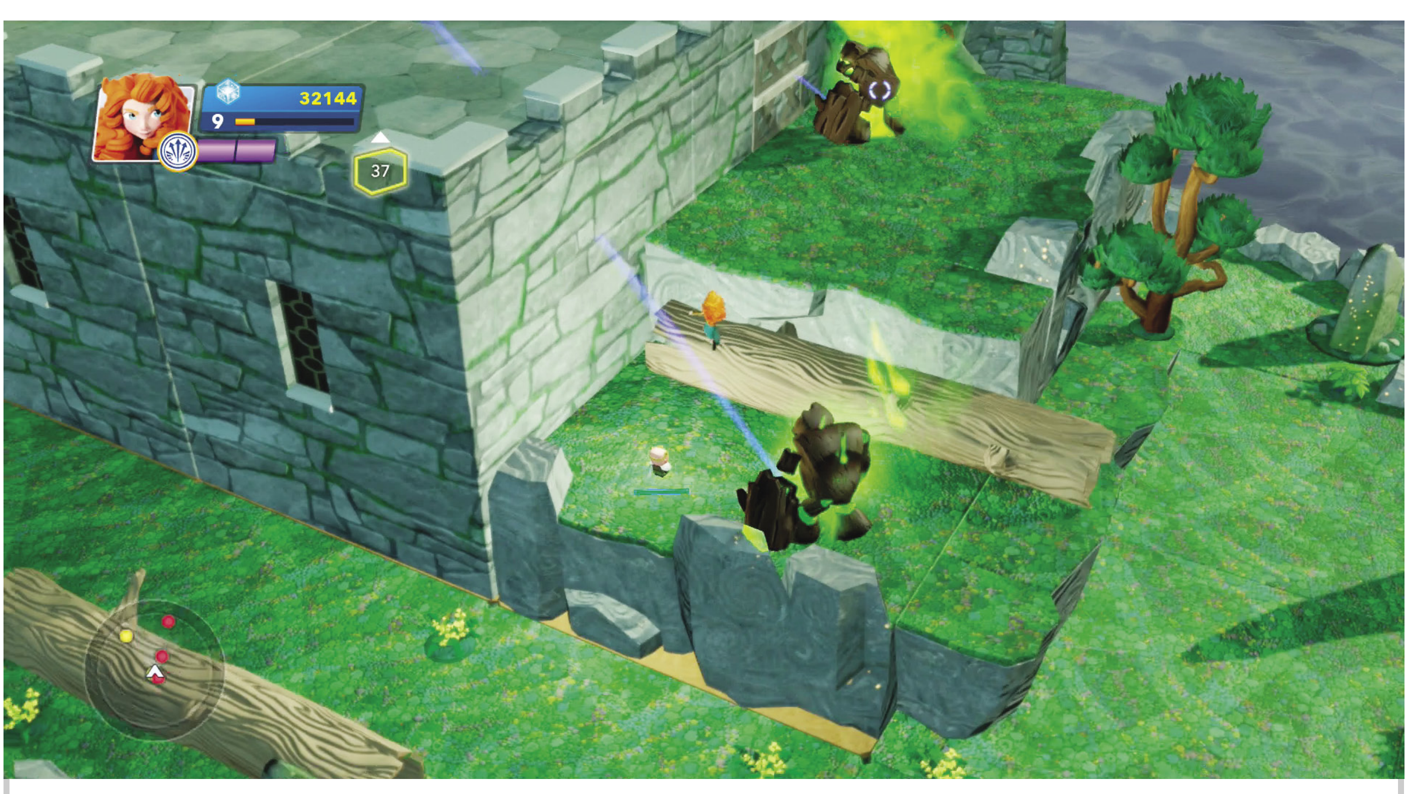
Defeat some more bears to get the second cake.

The third cake is also linked to Pine Bears—lots of them. Use attacks that affect several targets if possible to whittle them down and break the spell protecting the cake.



There are lots of bears protecting the third cake. Try to defeat them from a distance rather than rushing in and getting surrounded.

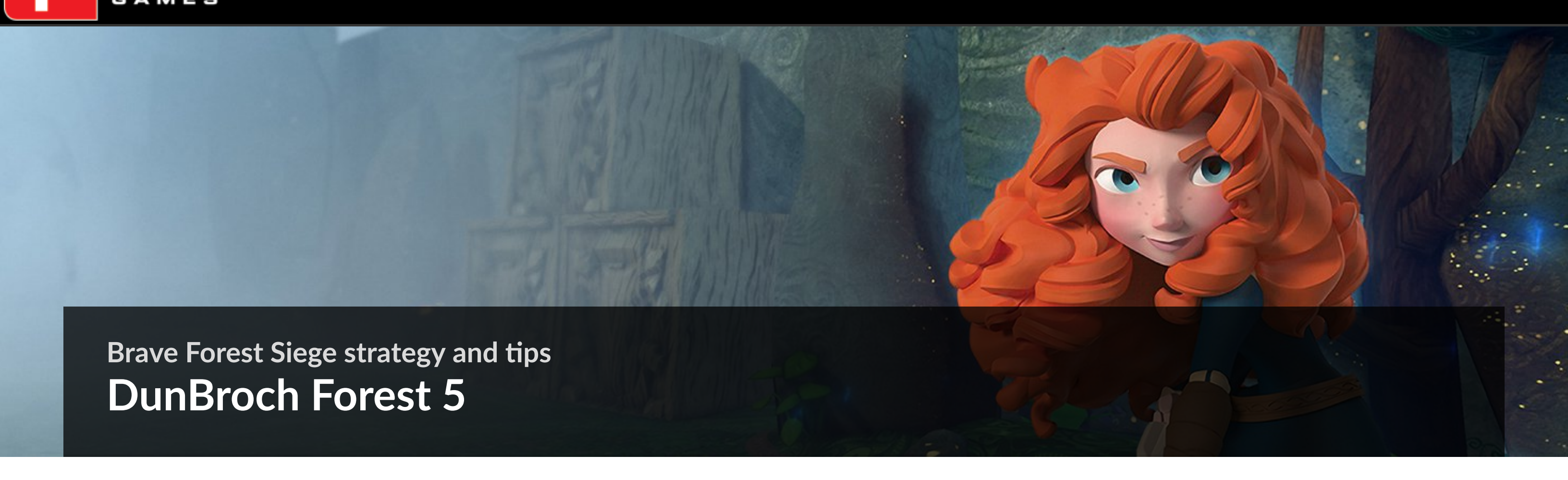
The final cake is tough to get. Cross over a bridge and defeat lots of Pine Bears along the way. Three Mahogany Bears are linked to the final cake. Their shockwave attacks only affect characters on the same level as them. Therefore, use a character with a ranged projectile attack and stay lower or higher than these enemies as you attack them. This is also a good opportunity to use your character's special move. Defeat all of these bears and then grab the cake so you can continue towards the exit.



Mahogany Bears are tough to defeat. There are three linked to the last cake. Defeat them all without letting your character be defeated in the process.

Tip

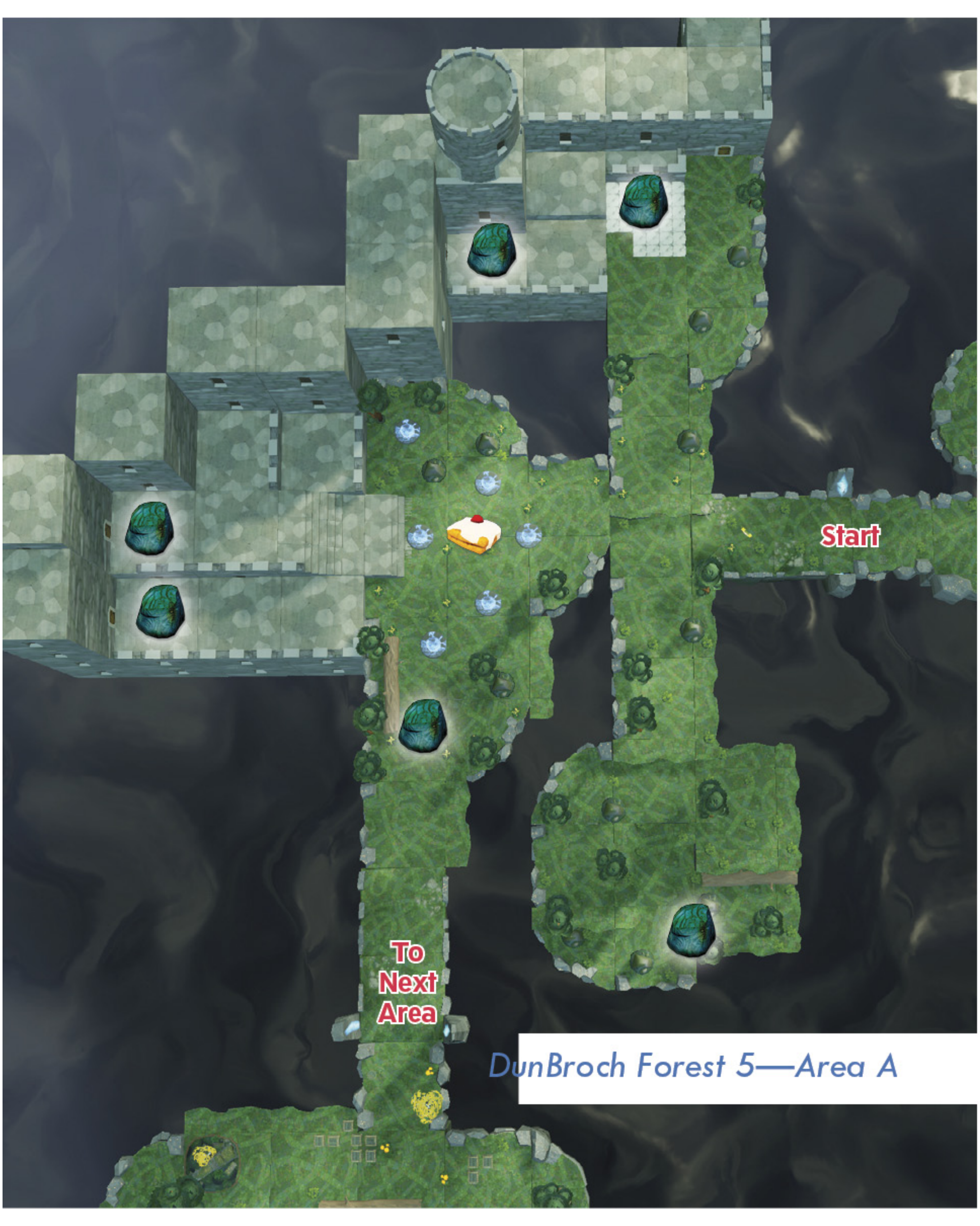
If your character starts taking a lot of damage, swap out to another and continue the fight.



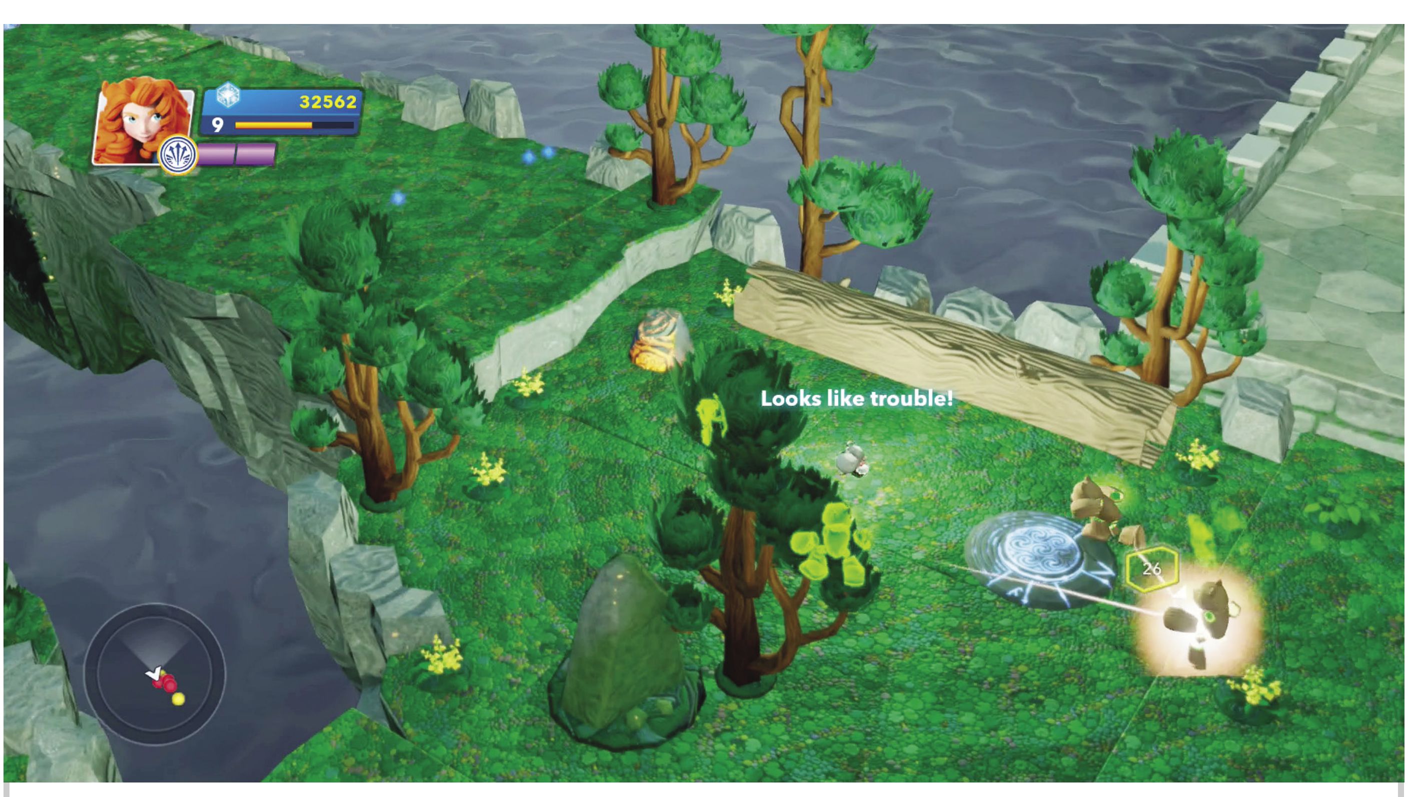
Brave Forest Siege strategy and tips

DunBroch Forest 5

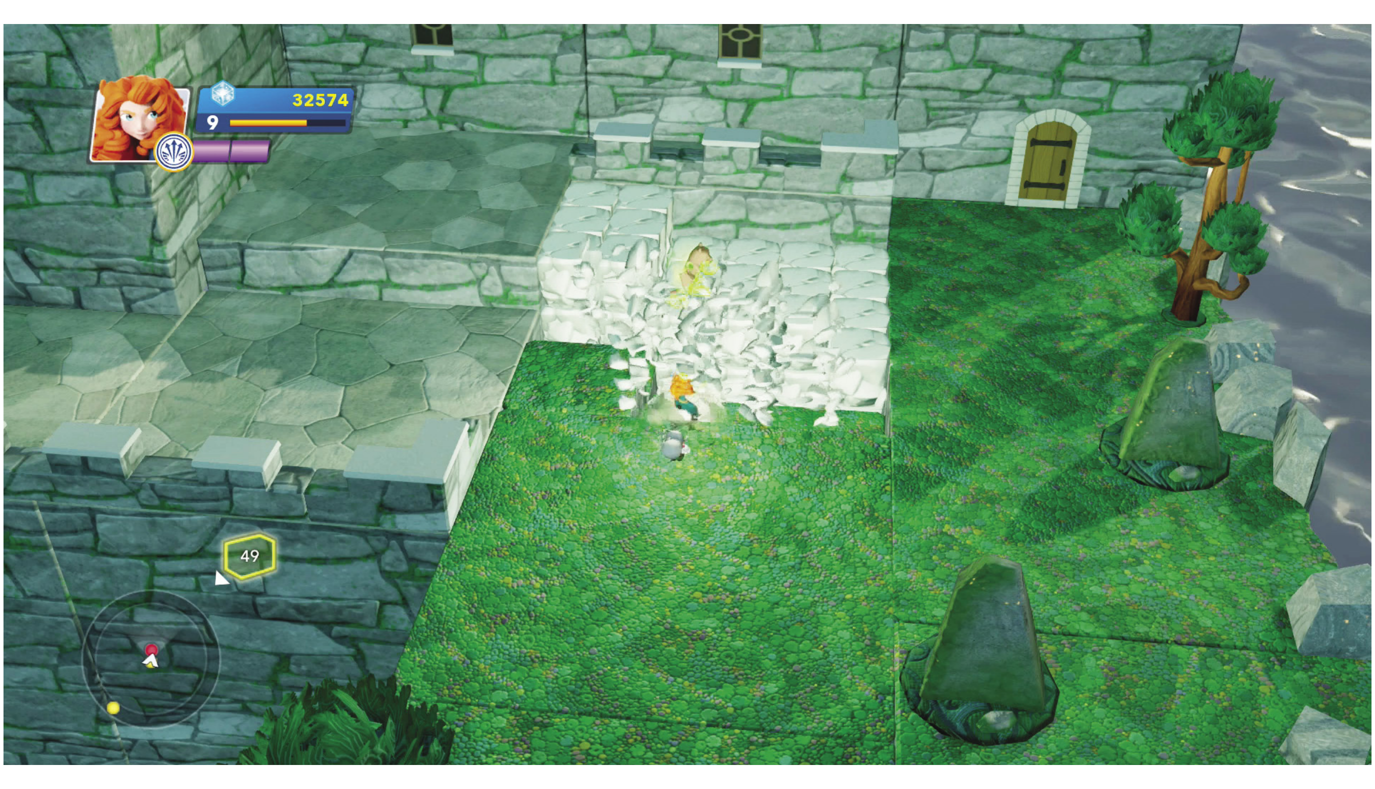
AREA A

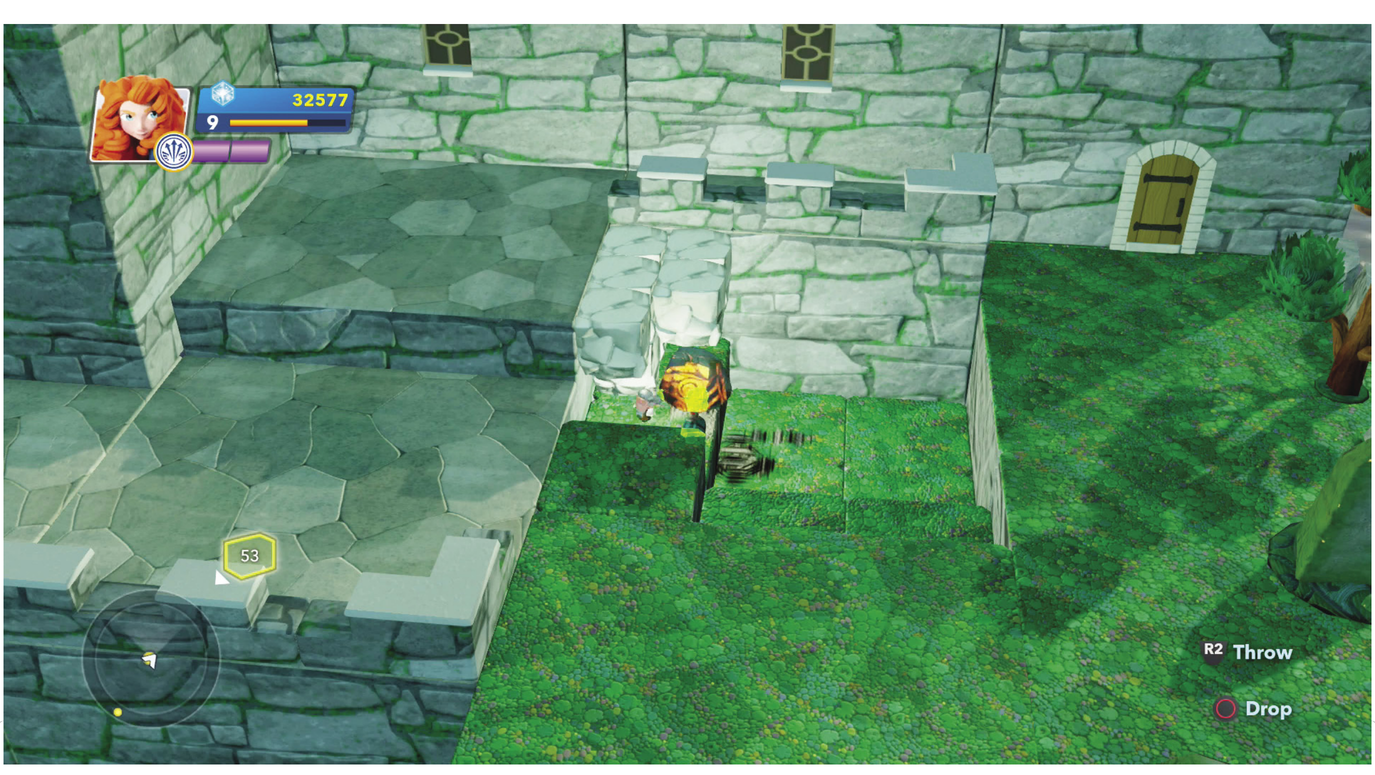

Start
To Next Area
DunBroch Forest 5—Area A

There is only one cake in this area. However, it is linked to six pressure plates. Luckily there are plenty of rocks in the area that you can carry and place on the pressure plates to break the spell so you can get to the cake. However, you will have to fight some tough enemies to get to some of them.

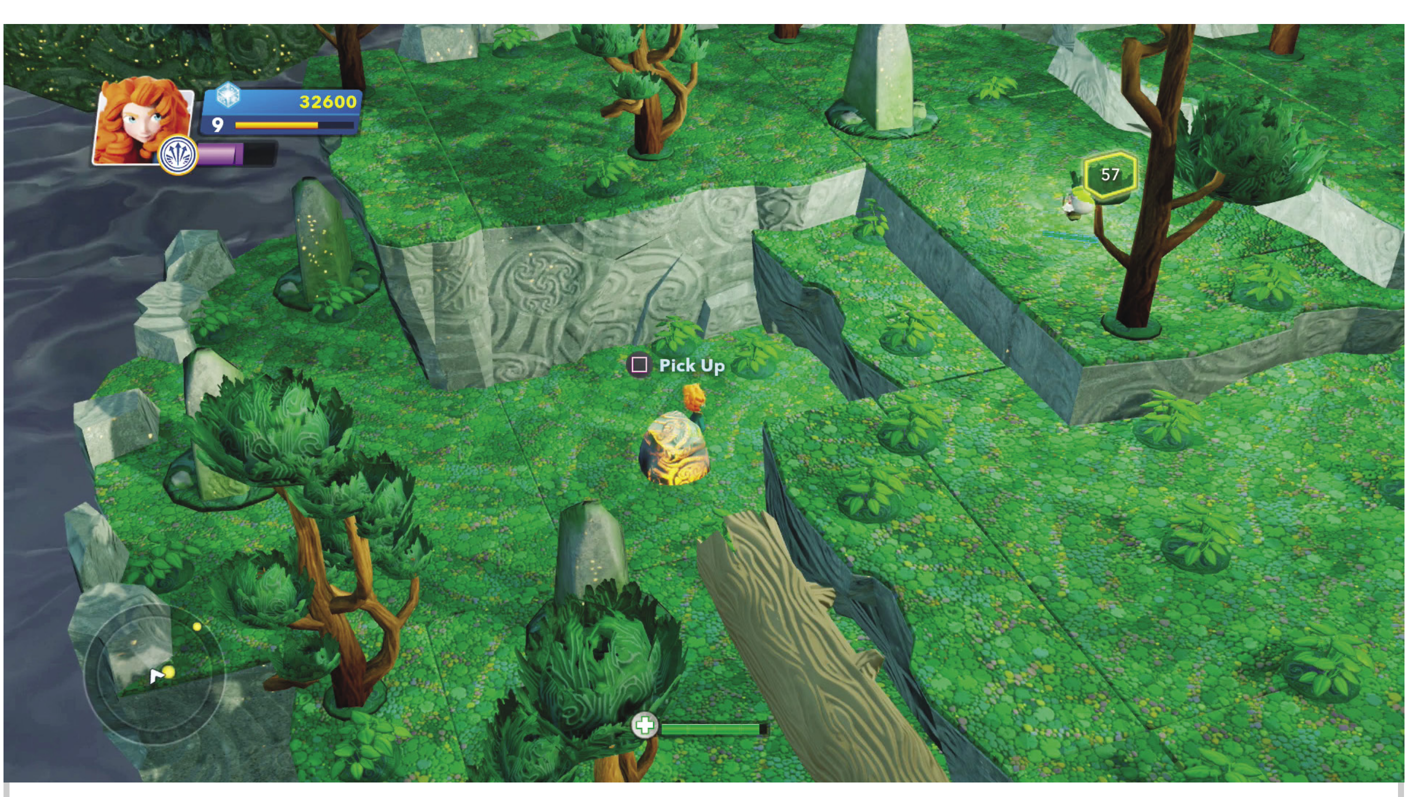

32562
Looks like trouble!
26

One rock is located right near the pressure plates. Defeat some Pine Bears to get it.

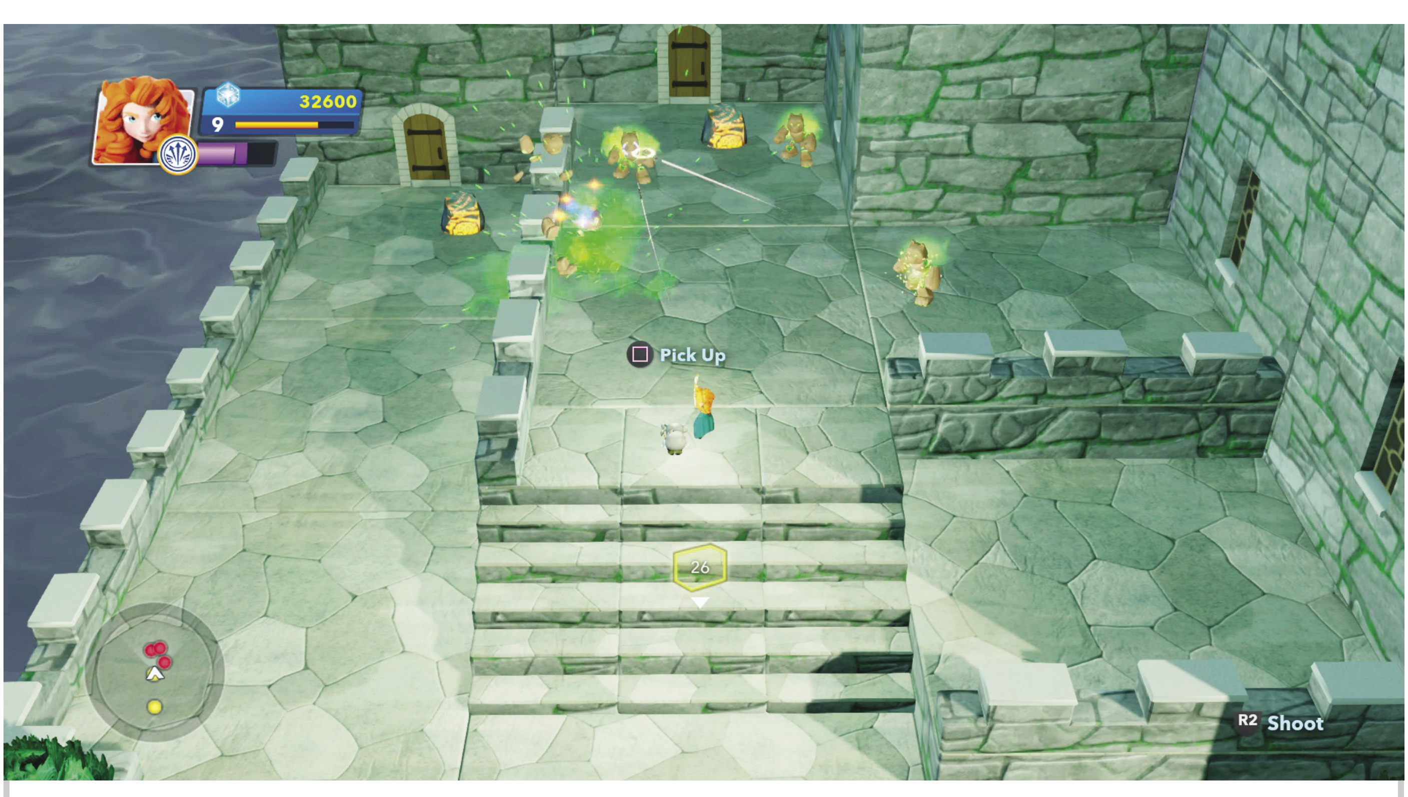



32577
53
R2 Throw
Drop

There are two rocks located to the right of the pressure plates. One is out in the open. The other is buried under some destructible blocks. Break them to get to it.


32600
57
Pick Up

This rock is hard to see and defended by a Mahogany Bear and Bear Catapults. It is located on a lower level and not visible unless you move down next to it.

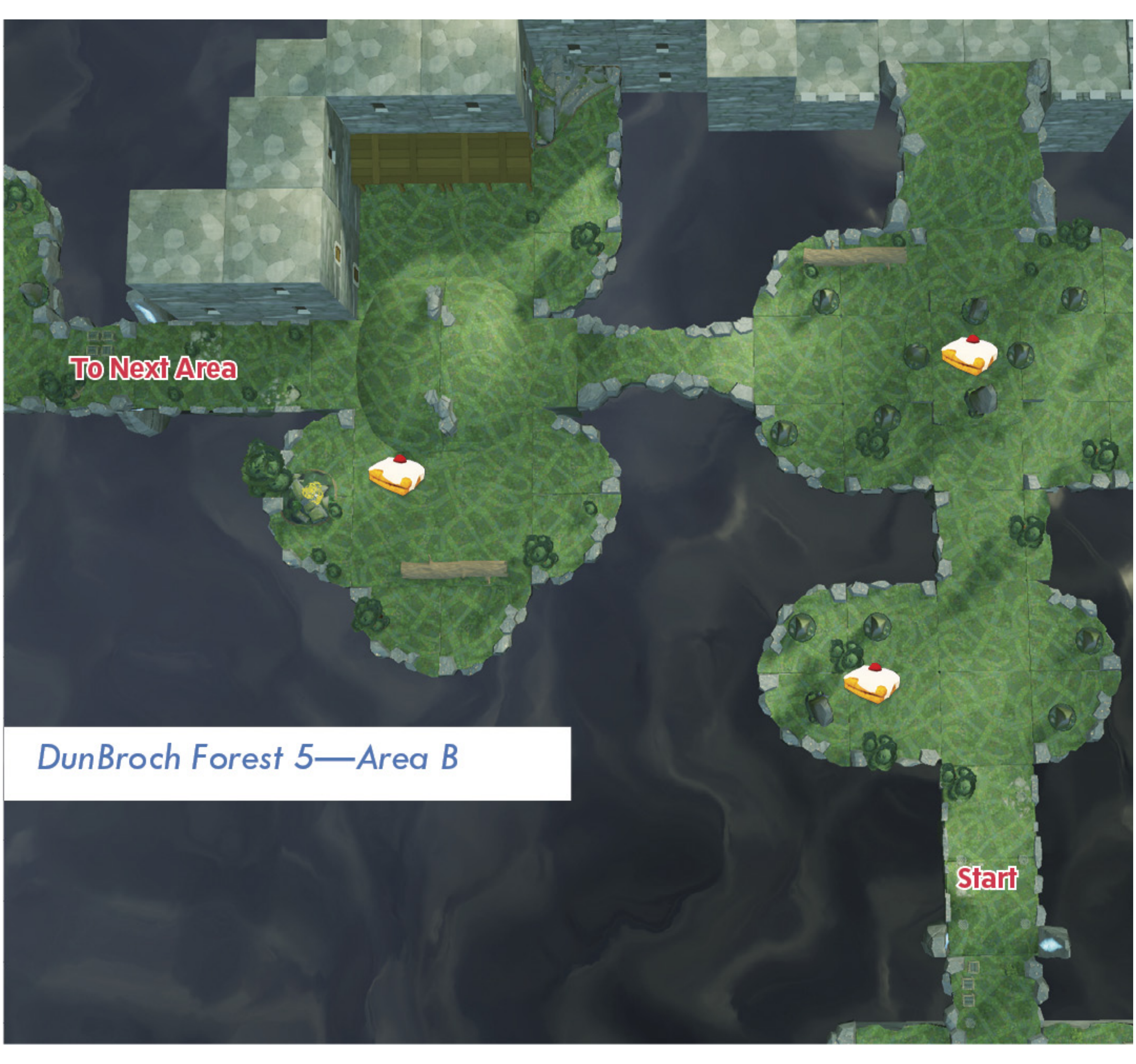

32600
Pick Up
26
R2 Shoot

There are two rocks located up the stairs near the pressure plates. While there are lots of Pine Bears defending them, they are easily defeated.

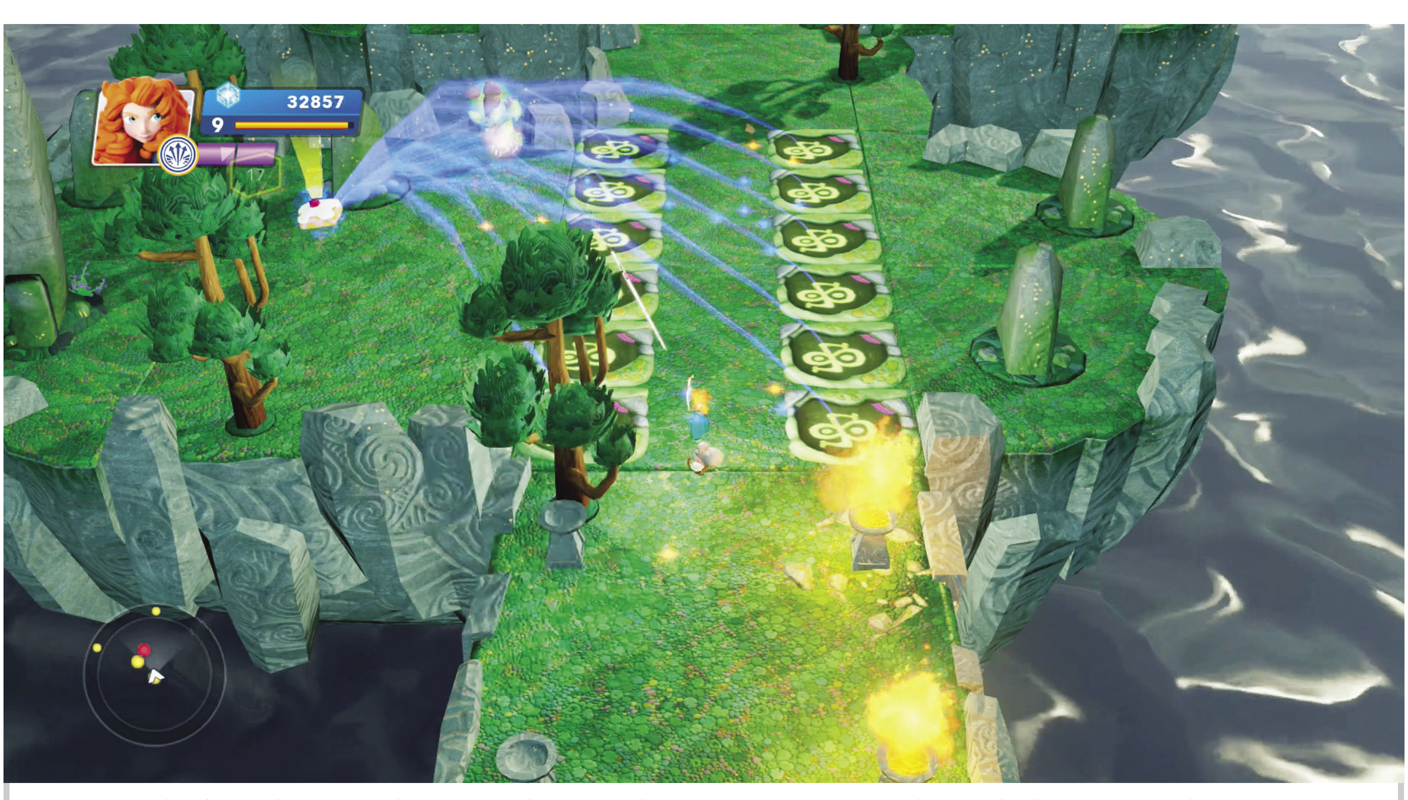
Tip

Since there is one more rock than you actually need—as you can stand on one of the pressure plates instead—you can skip going after one of the more heavily defended rocks.

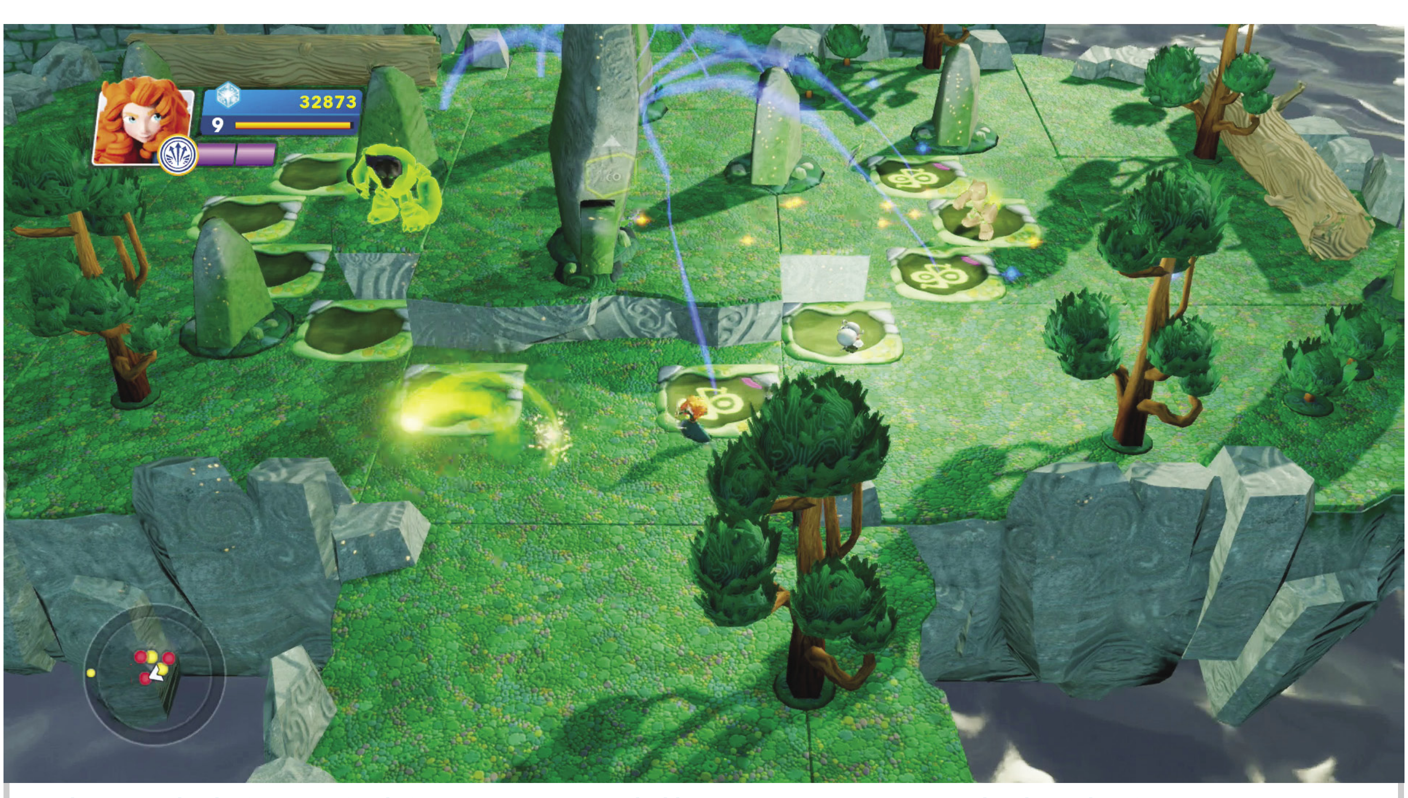
AREA B


To Next Area
DunBroch Forest 5—Area B
Start

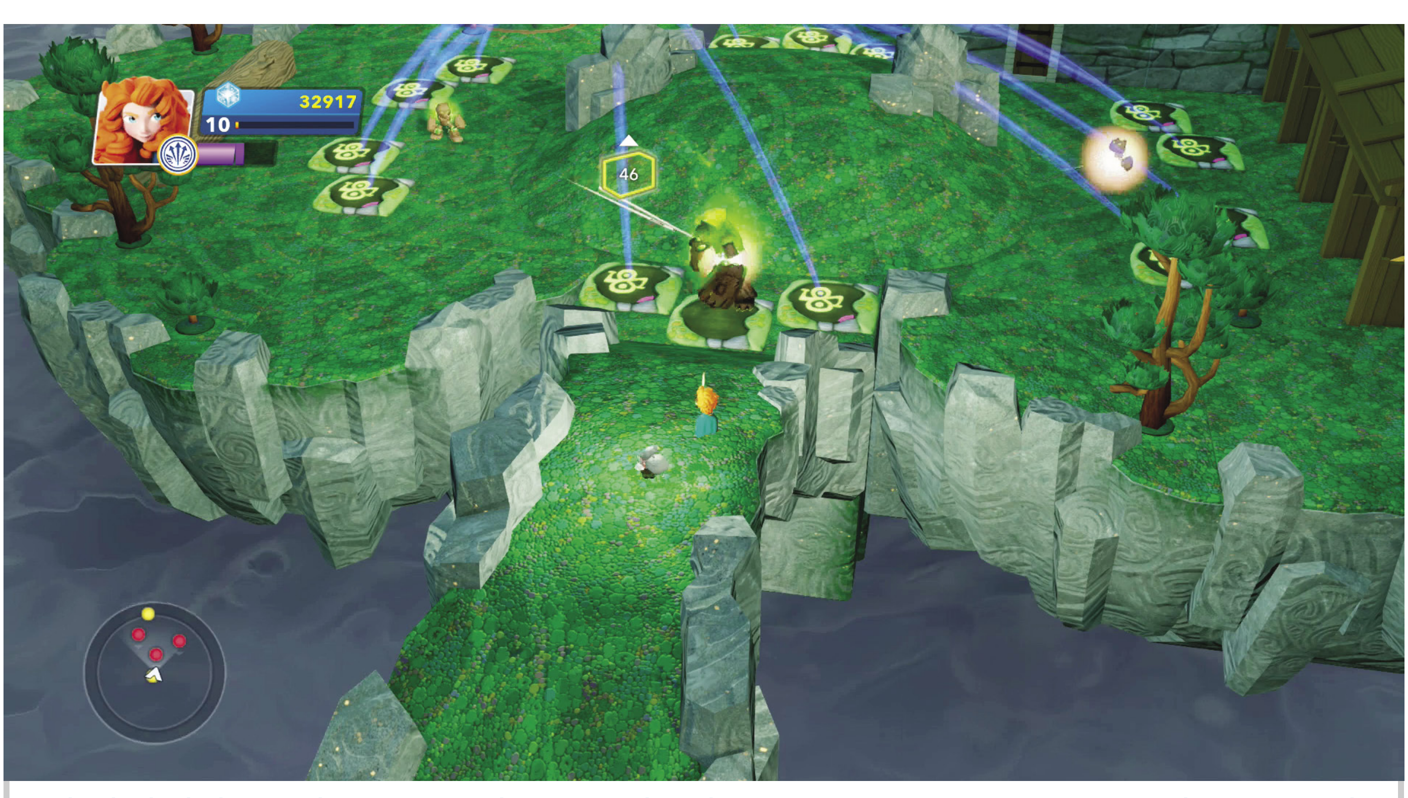
This area has pressure plates with designs on them protecting the cakes. You have done this type of activity before. Defeat all of the enemies first. Then pick up your sidekick and step on each pressure plate to change the design so you can break the spell protecting the cakes.



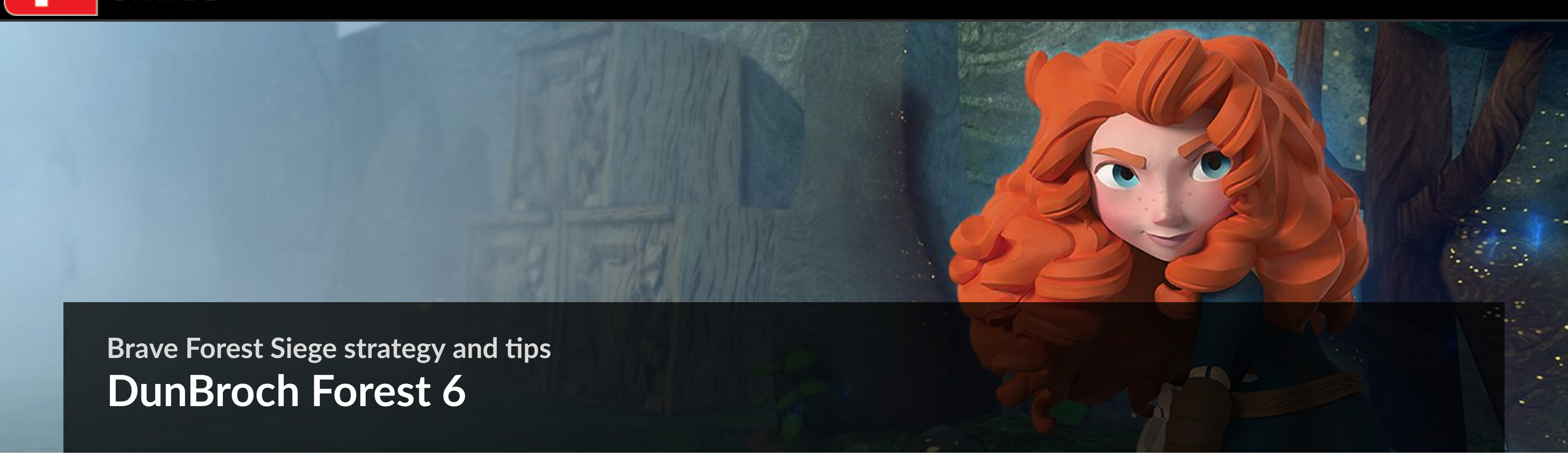
The first cake is near the start of this area. There are only Pine Bears here, which are easy to defeat.



The second cake is on a raised circular area surrounded by pressure plates. One of the defenders is a Swamp Bear, so watch out for his body slam attack.



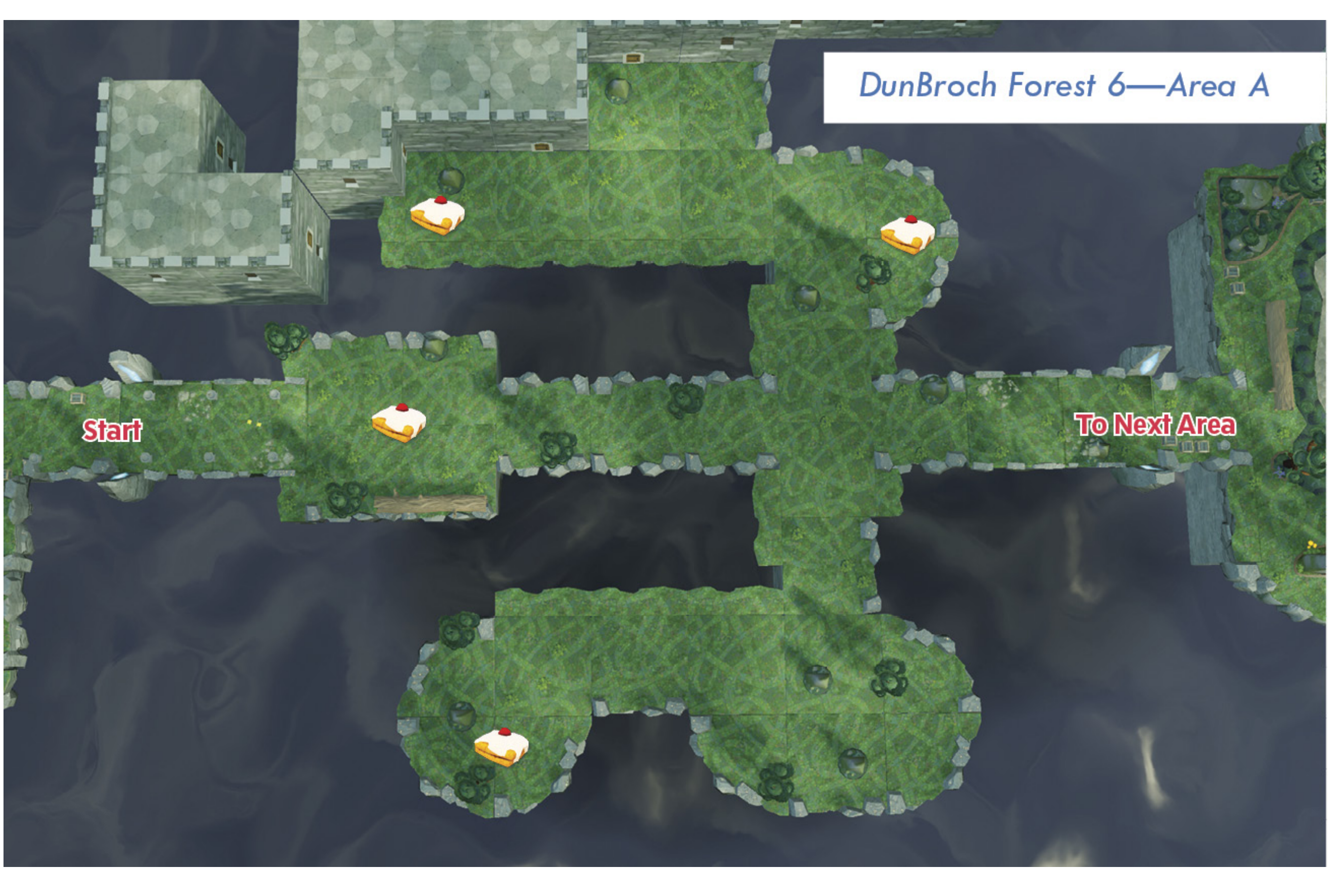
The third cake has a Mahogany Bear and Pine Bears defending it, plus lots of pressure plates you need to step on and clear.



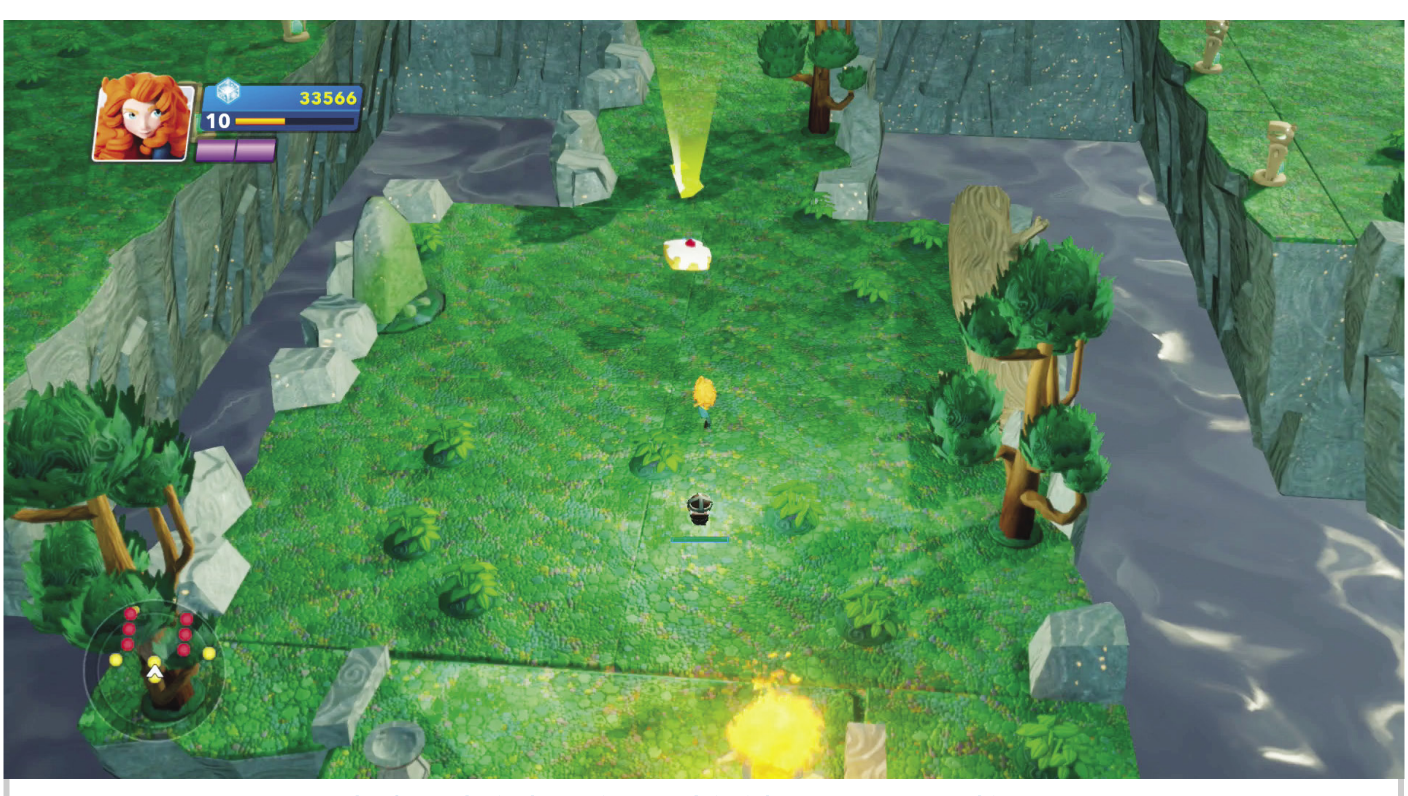
Brave Forest Siege strategy and tips

DunBroch Forest 6

AREA A

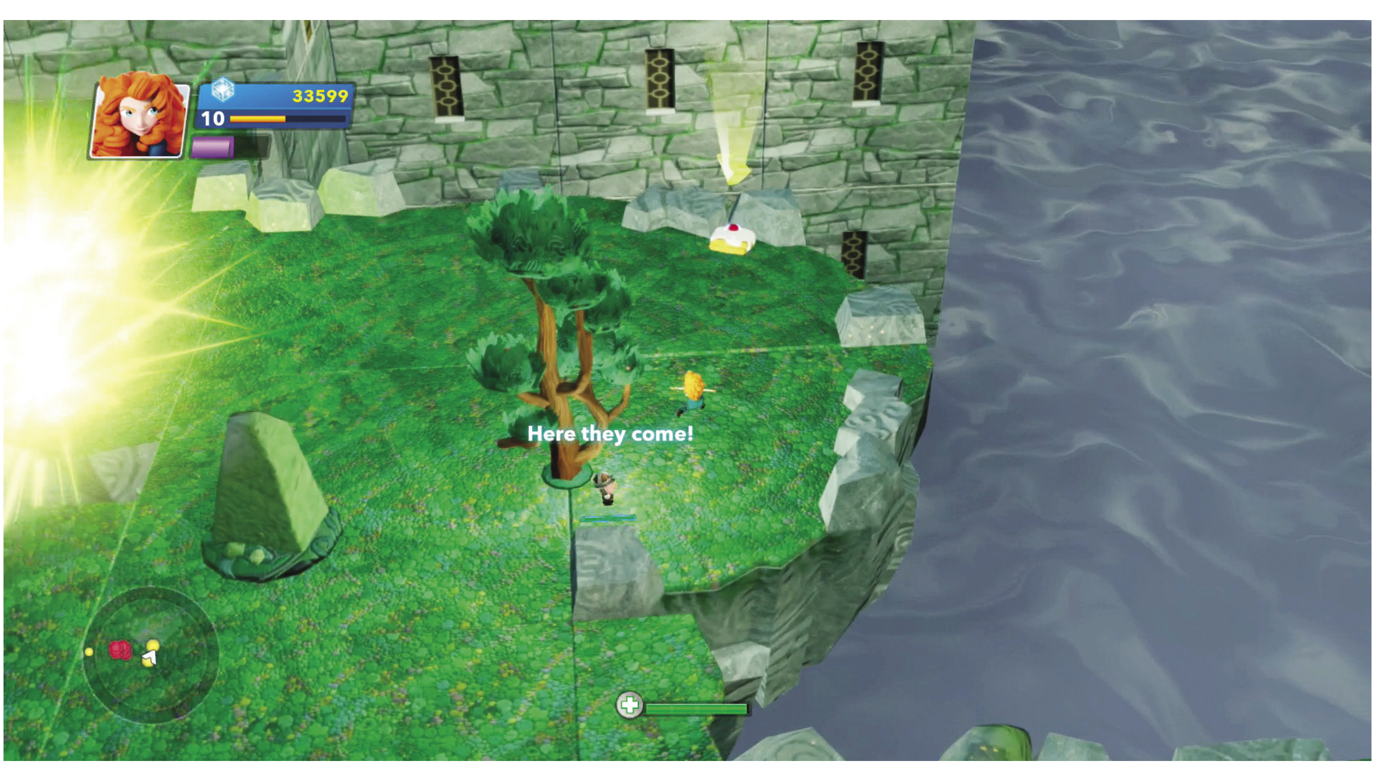


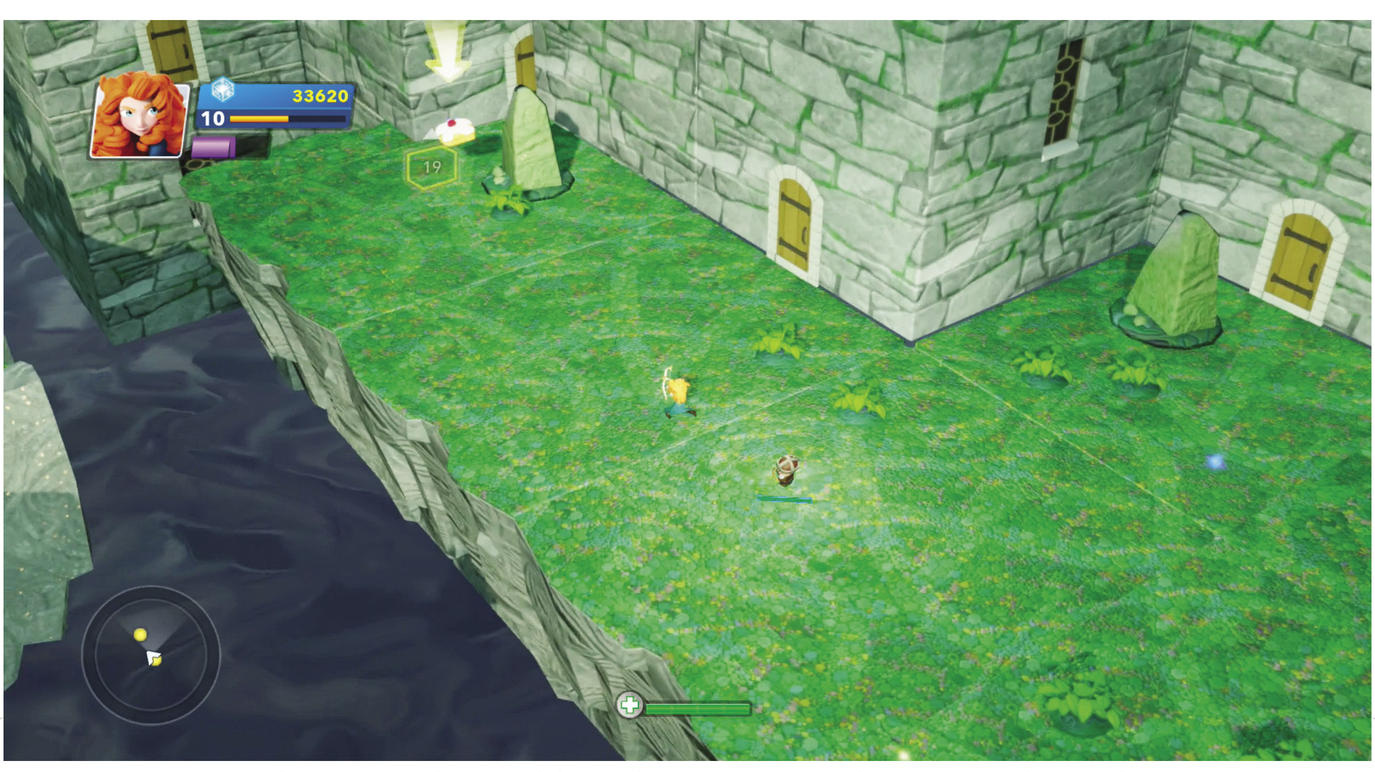
This area has four cakes. Unlike the previous areas, the cakes are out in the open and not protected by spells. You can just walk up and grab them. However, it is not as easy as it sounds. There are lots of enemies that stand in your way. After grabbing the first cake near the entrance, you have to move along a narrow pathway with Bear Catapults firing at you from both sides. Rush across and head to the left to attack the Catapults on that side and get the second cake. You also have to fight off a Mahogany Bear.



The first cake is the easiest. Grab it right after you enter this area.

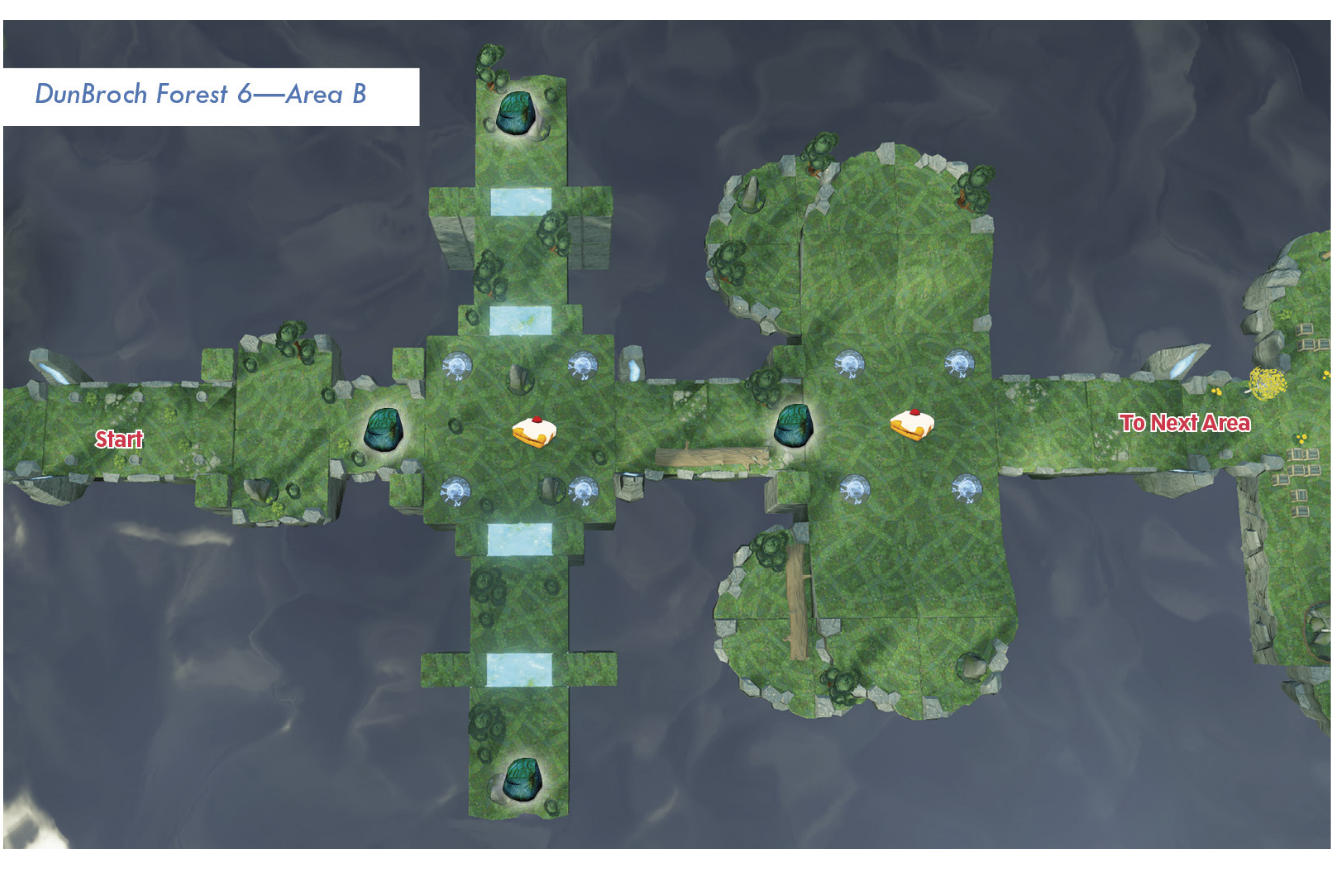
The other two cakes are on the other side. Fight off some more Catapults and other bears and then pick up the two cakes to open the magical barrier.



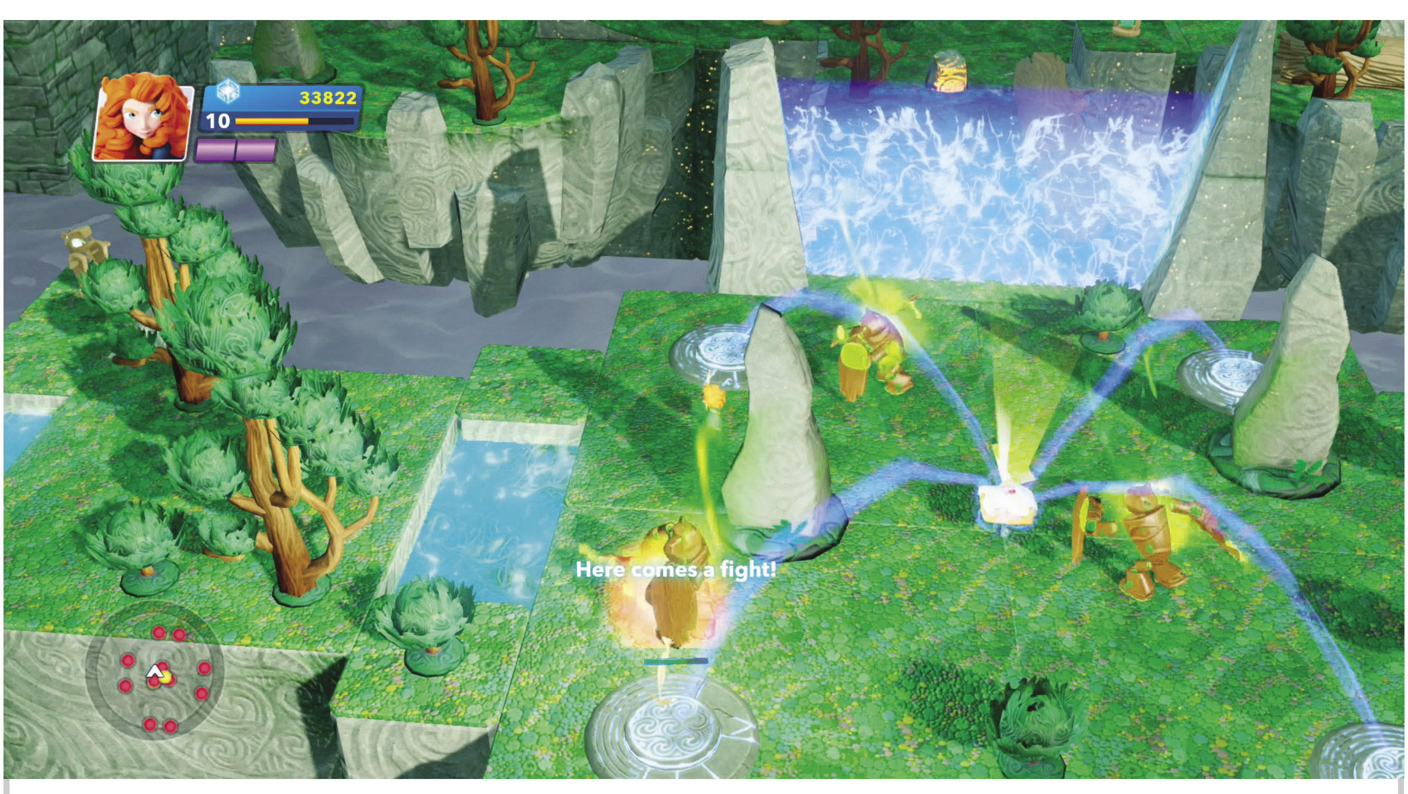


Once you get across the narrow pathway and defeat the Bear Catapults, this area is not that tough. Just clear out the enemies and get some cakes.

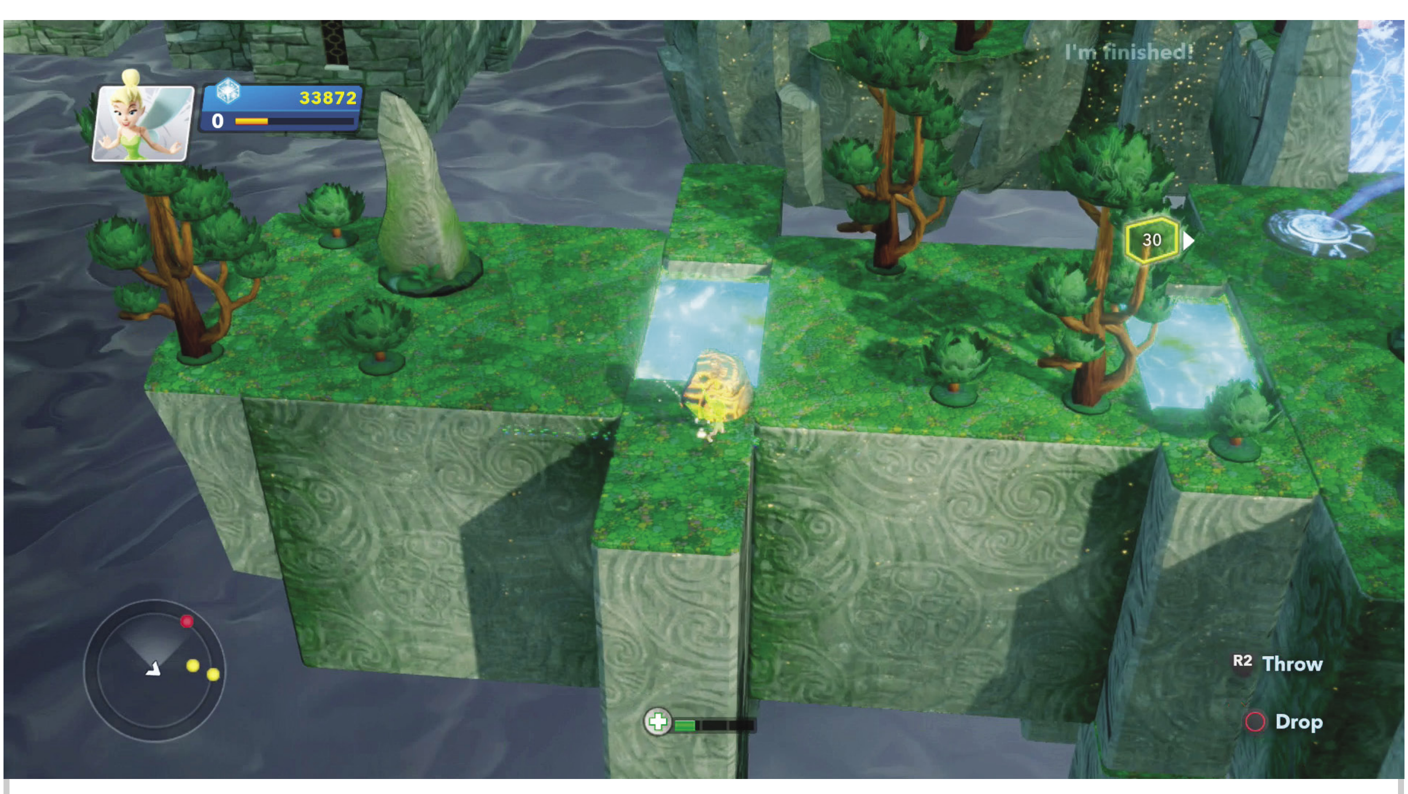
AREA B



This area is one of the toughest you have faced yet. The cakes are linked to four pressure plates that require you to find three rocks and place them on the plates to break the protective spells. This area is also quite small. As soon as you enter this area, be ready to fight. Bear Catapults begin launching projectiles at you. Focus on defeating the Catapults first, then move on to the Oak Bears. Don't try to even go after the rocks until the area is clear of enemies. Then place the rocks on the three pressure plates while you stand on the fourth so you can get the cake.

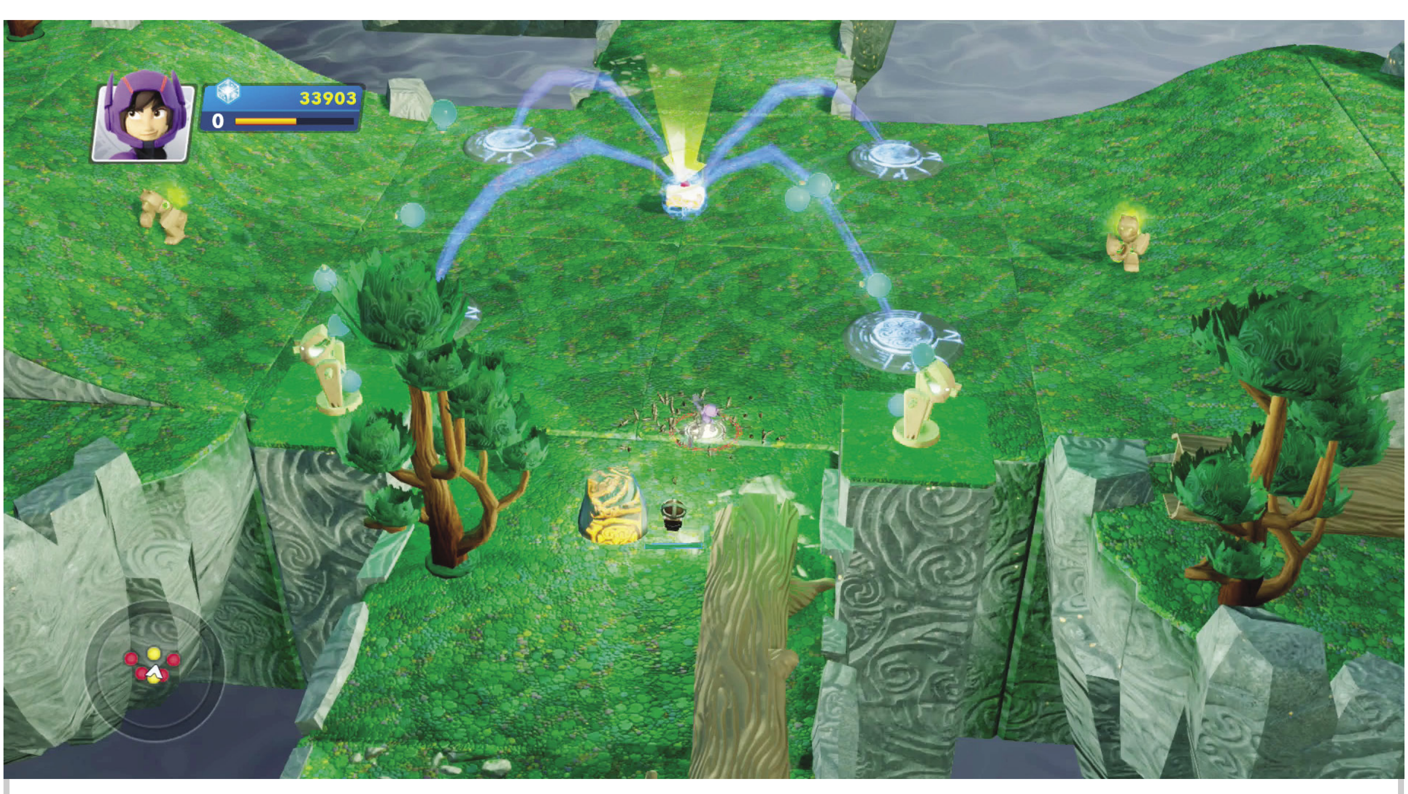


Clear out the enemies around the first cake or they will make short work of your character and sidekick.

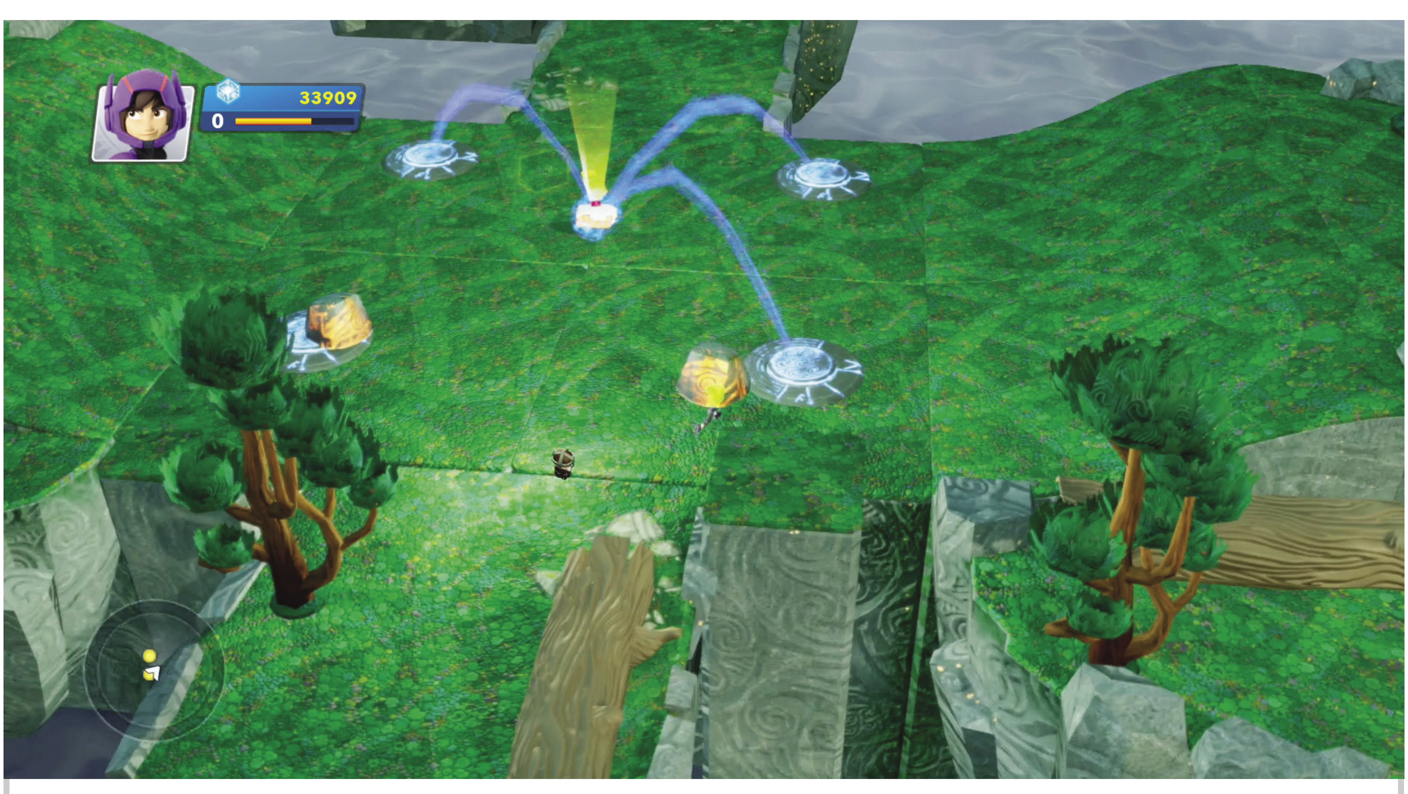


As you are carrying rocks back to the pressure plates, be careful not to fall into the blue areas that look like water. They are not ponds—your character will fall all the way through and be defeated.

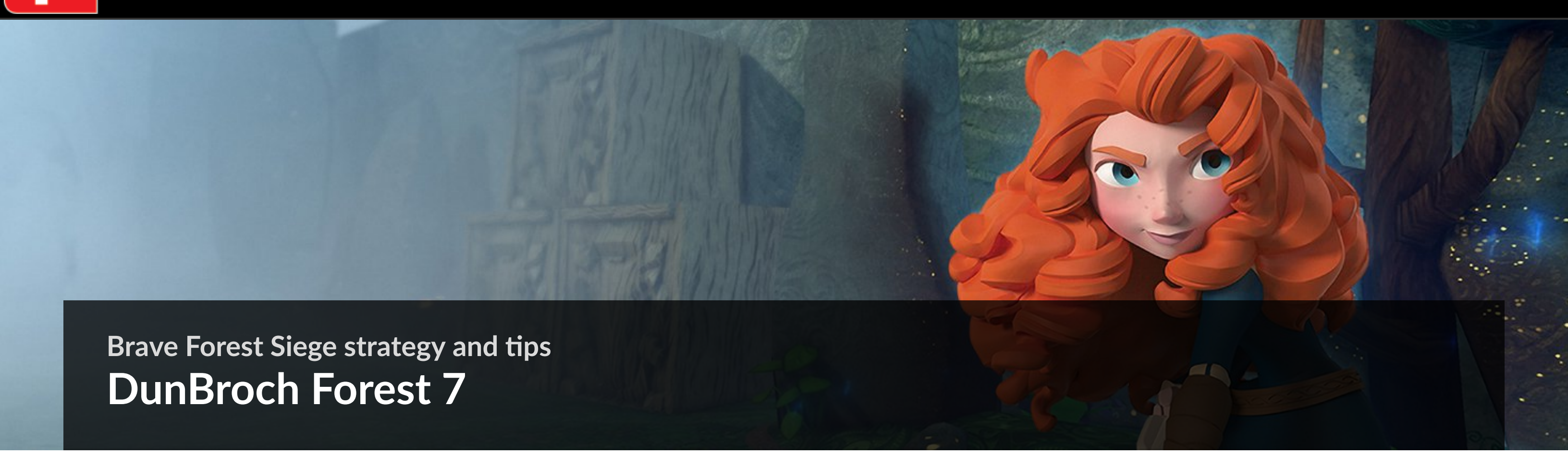
As you get the first cake, a magical barrier that divides this area lowers so you can advance. Once again, you need to defeat some enemies. However, this time there are only a couple Bear Catapults and Pine Bears. Clear them out. There is only one rock here, so you will need to bring a couple from the first set of pressure plates in order to break the spell and get the second cake.



The second part of this area is easier. There are fewer enemies to defeat.



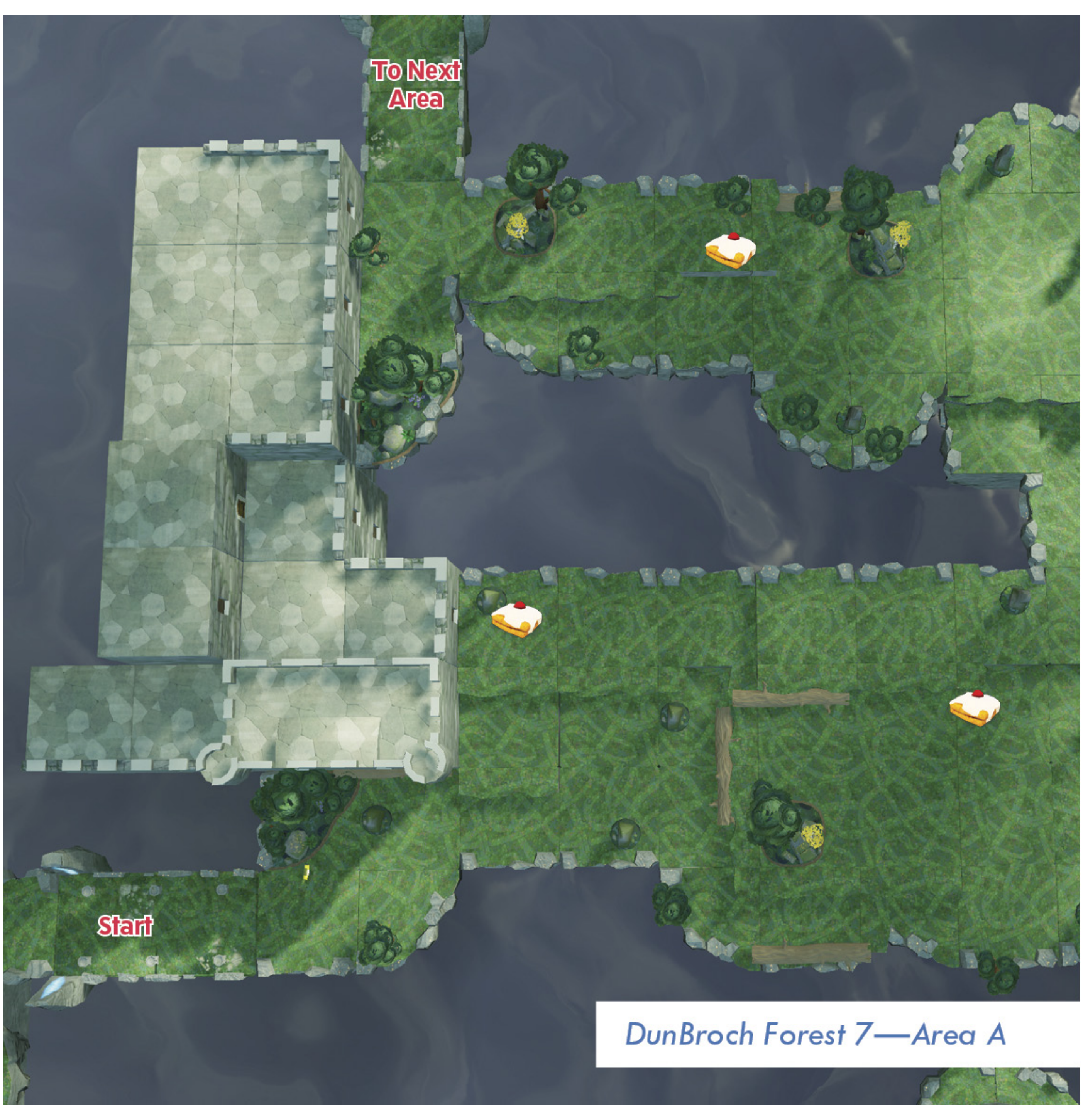
Bring some rocks from the first section to place on these pressure plates.



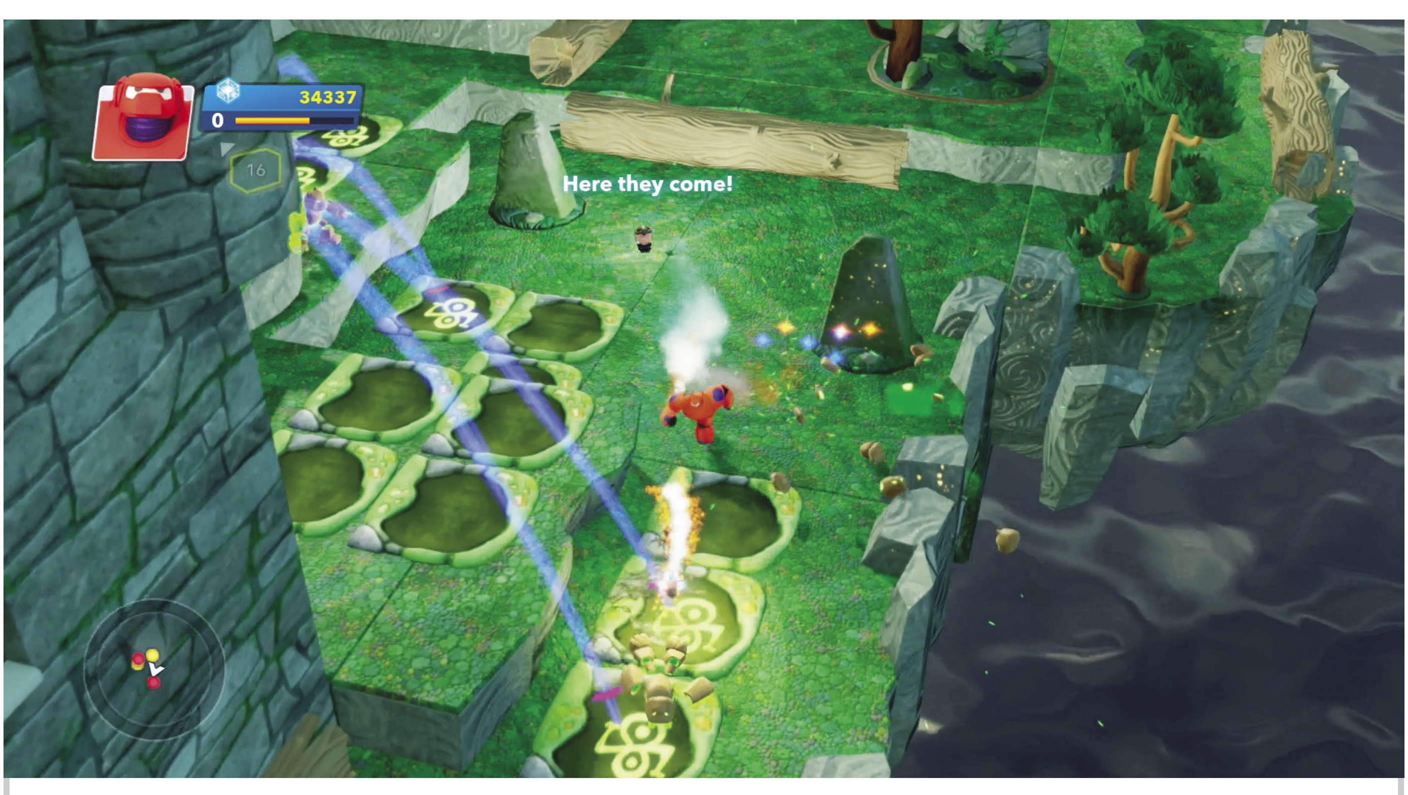
Brave Forest Siege strategy and tips

DunBroch Forest 7

AREA A

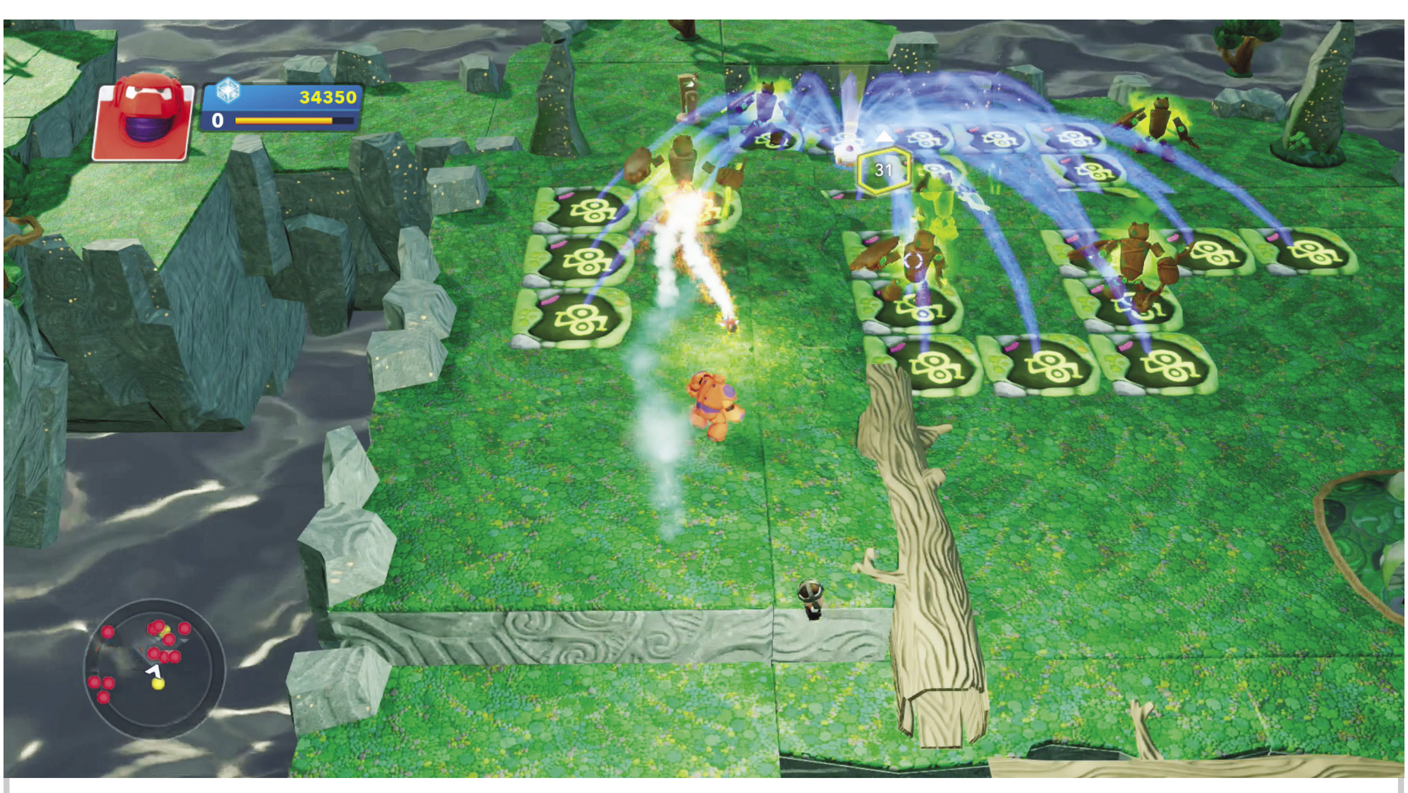


This area requires you to step on pressure plates to remove the design on them. The first cake is located near the entrance to the area. The pressure plates are located on three different levels of terrain. Defeat all of the enemies here and then pick up your sidekick and step on the pressure plates to break the spell and get the cake.



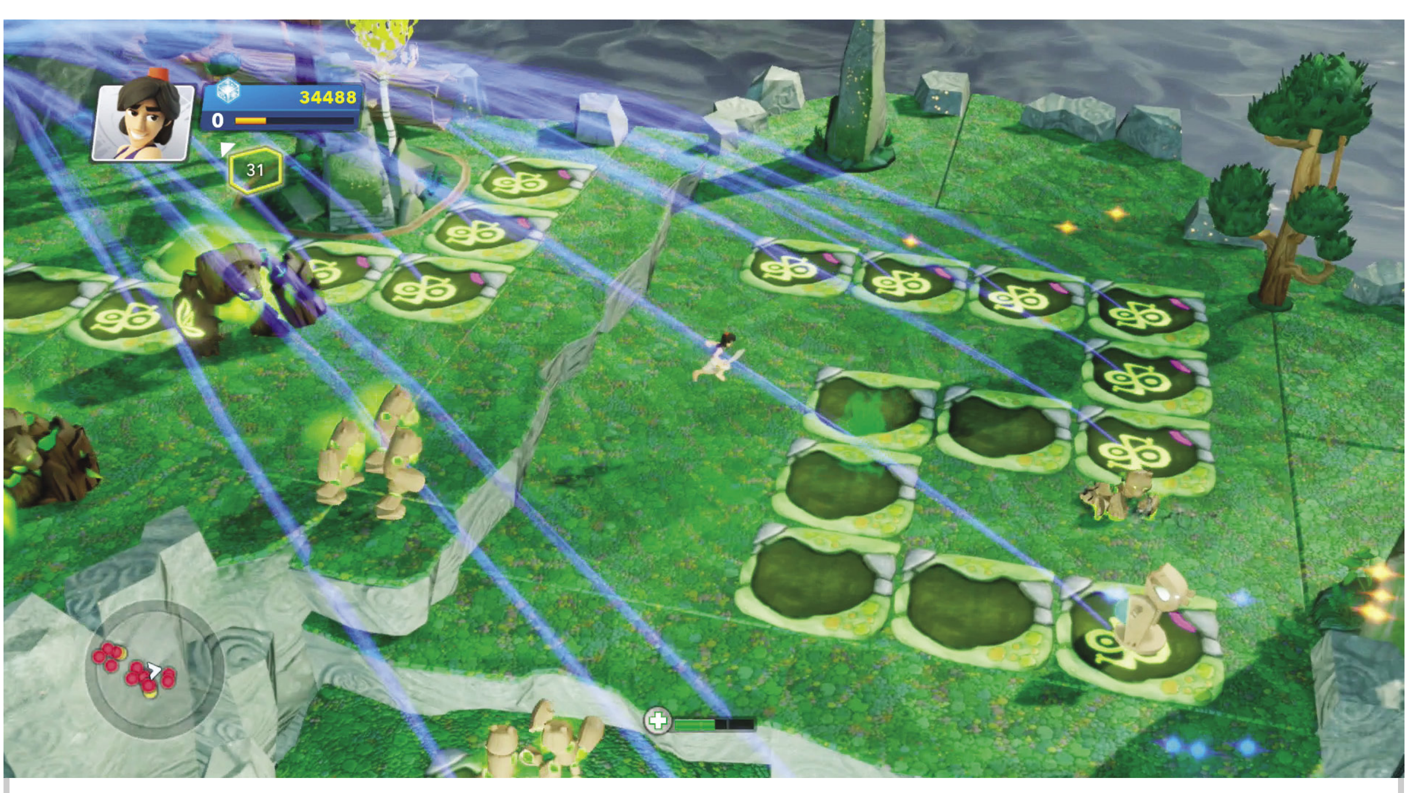
The first cake is near the entrance.

The second cake also has pressure plates around it as well as several Oak Bears. Clearing them out will take some fighting. Keep moving and don't let them gang up or surround you. Watch out for the Bear Catapult that starts launching projectiles if you get within range.



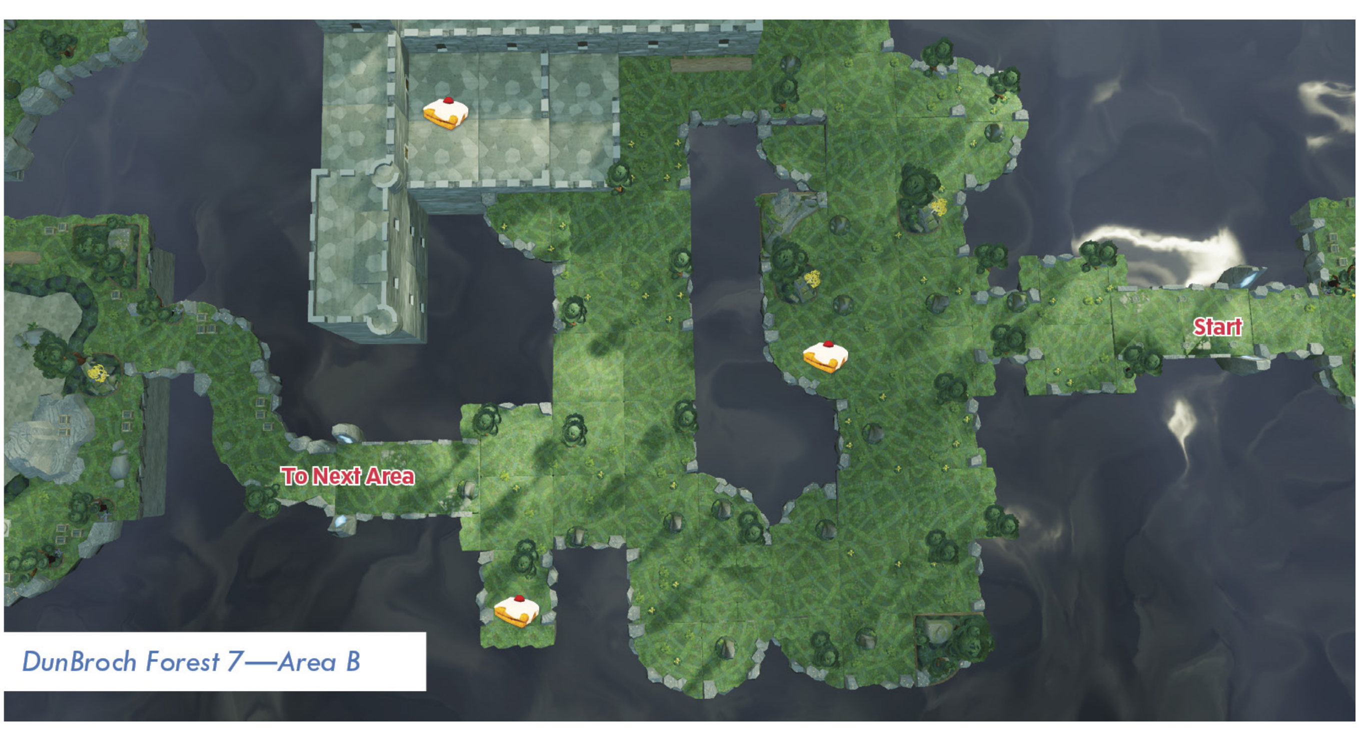
Oak Bears and a Bear Catapult guard the second cake.

The third cake is located up on a higher level of terrain and connected to lots of pressure plates—with lots of enemies to defend them. Don't even think of clearing the pressure plates until all of the enemies are defeated. If the battle starts getting too intense, pull back, draw a few bears away from the rest, and defeat them individually. Then move back in for more. This is a good time to use a special move because you can use all the help you can get. Once the area is clear of enemies, step on the pressure plates to remove the spell protecting the cake so you can grab it and continue on.

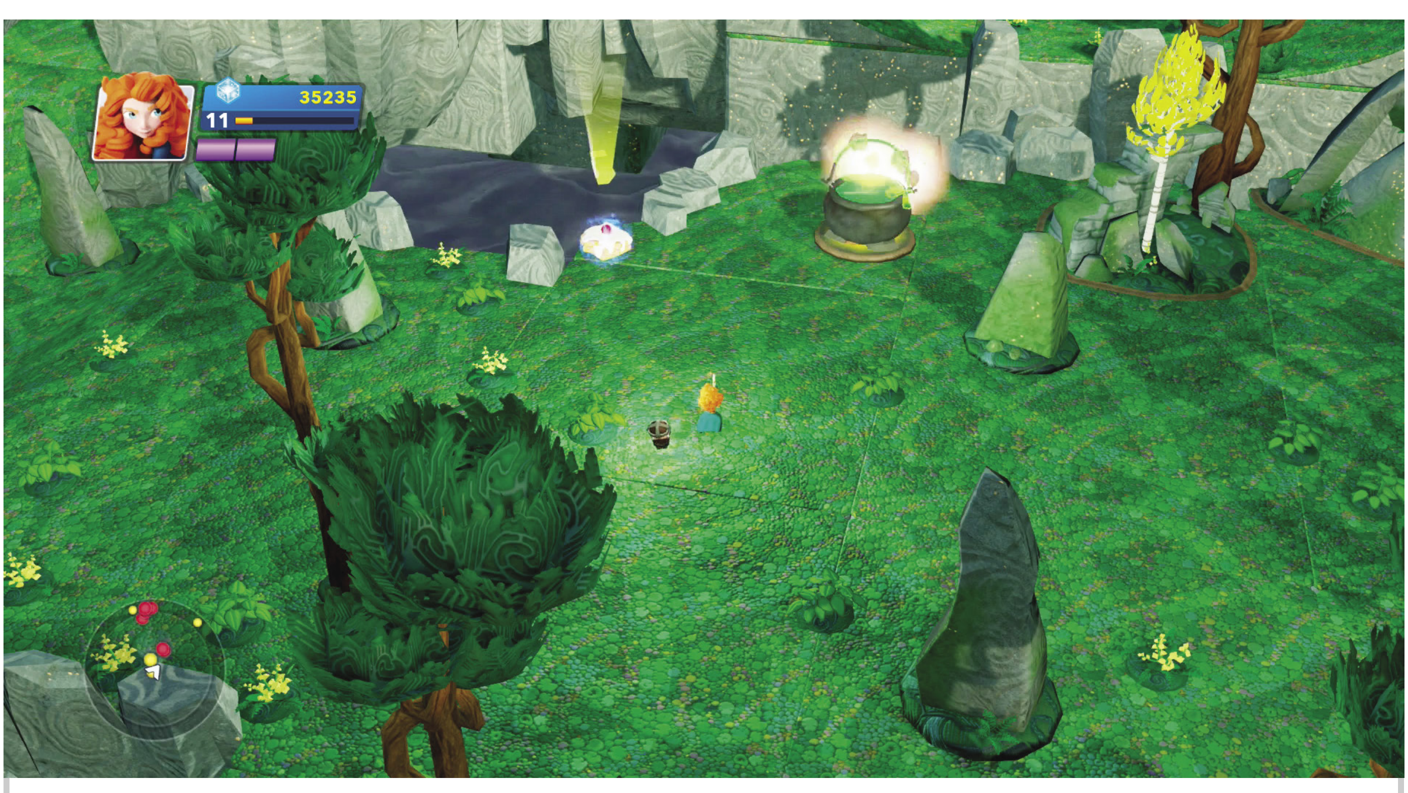


There are lots of large and powerful bears around the third cake. Try to lure them away so several do not attack you all at once.

AREA B

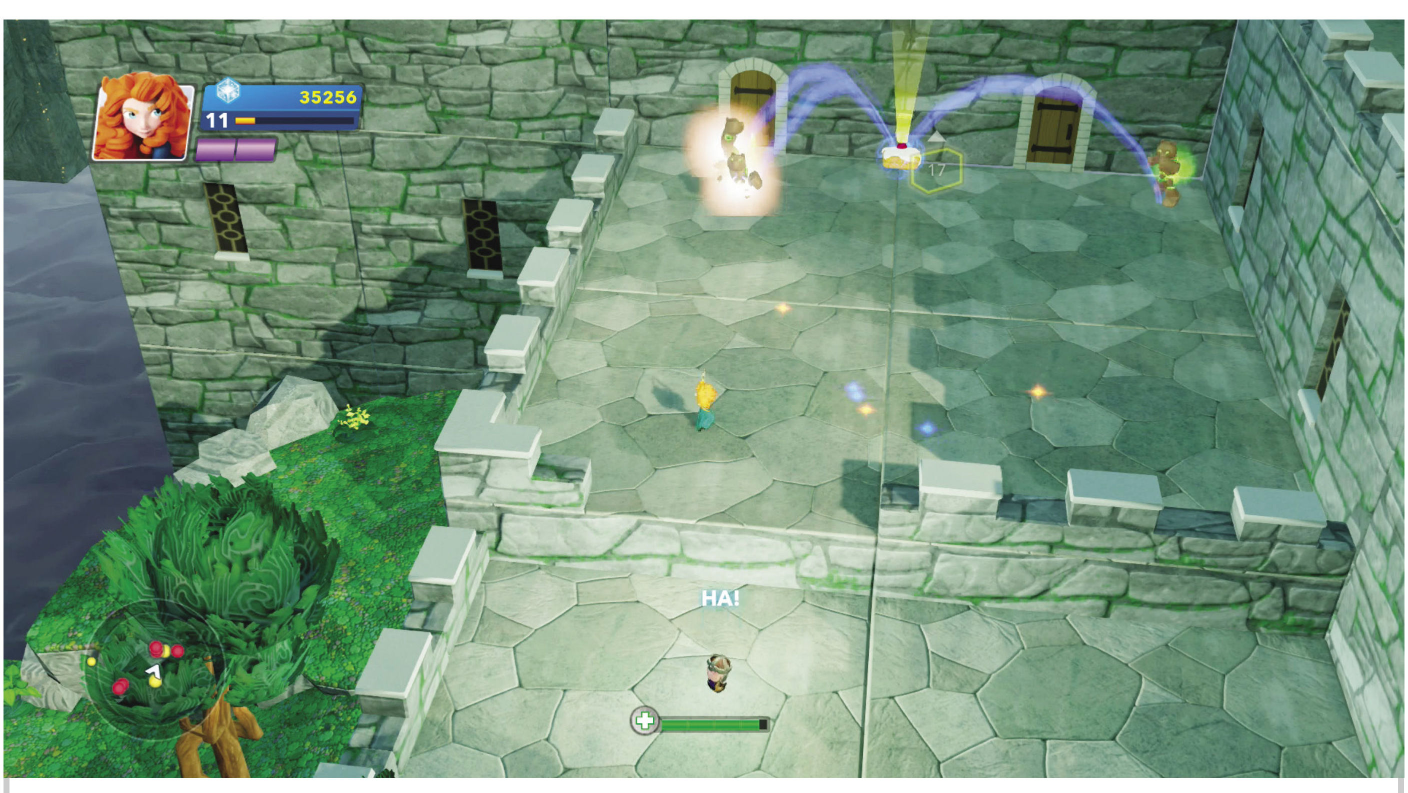


The cakes in this area are protected by cauldrons. As soon as you enter this area, move straight ahead and begin attacking the large cauldron that is spawning Pine Bears. Divide your attacks between the cauldron and the bears. Once the cauldron is destroyed, collect the cake.

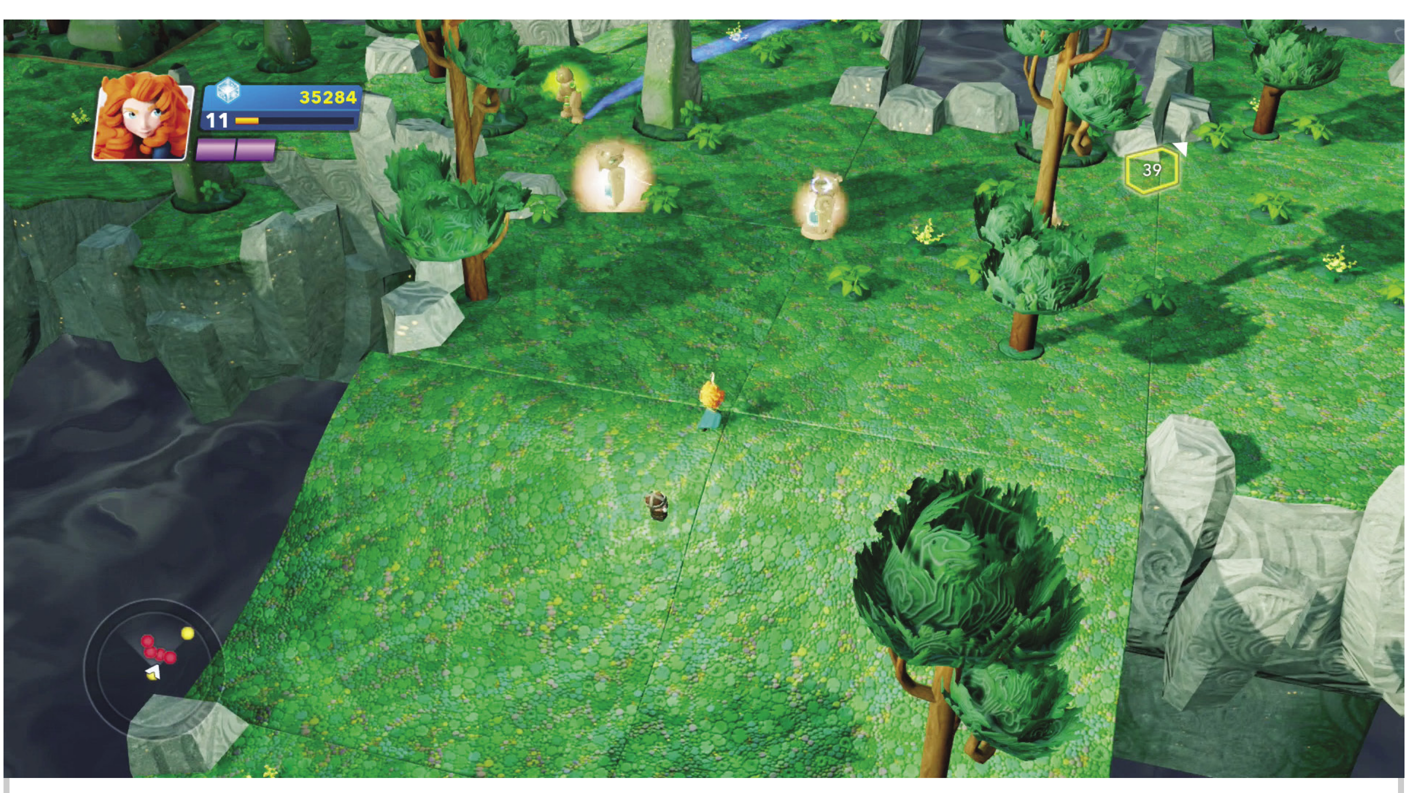


Attack the cauldron, which is linked to the cake. It spawns bears as long as it exists.

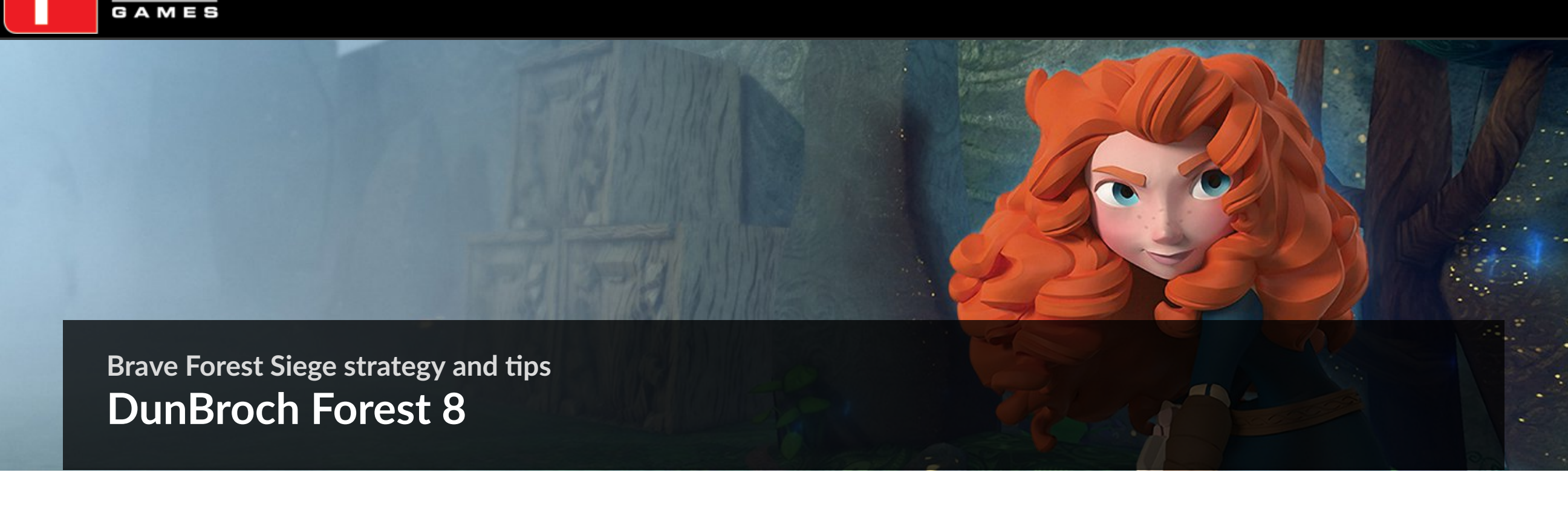
Move around to the right and up the castle steps to find the second cake. It is linked to several Pine Bears. Defeat them to break the spell and then grab the cake. The third cake is near the exit. You have to defeat some more Pine Bears that are linked to it. Watch out for Bear Catapults, which are positioned along the paths to the cakes. After you get the third cake, the magical barrier disappears so you can continue towards the exit from the forest.



Defeat some Pine Bears so you can get the second cake.



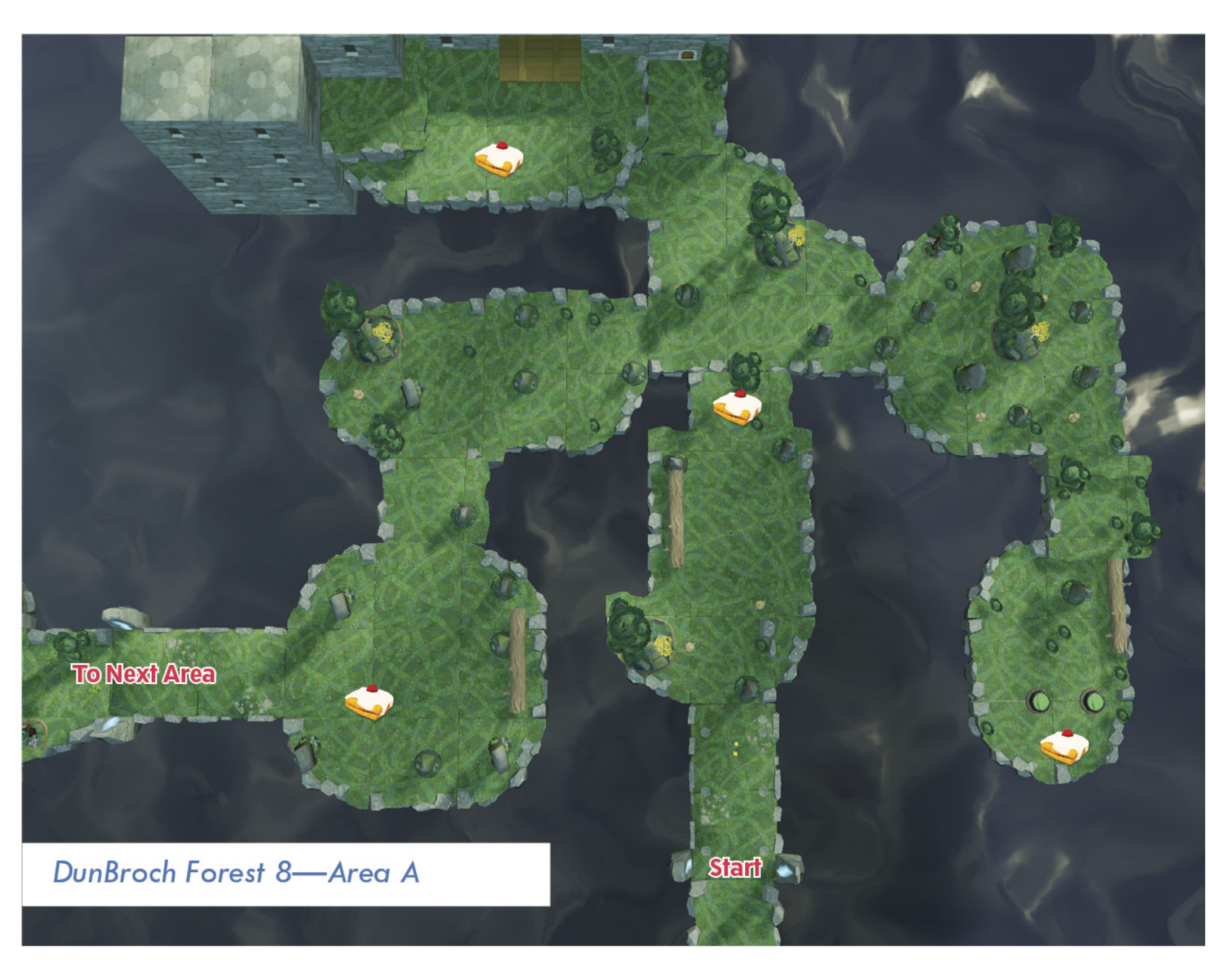
The third cake is also linked to Pine Bears with some Catapults waiting to launch projectiles at you.



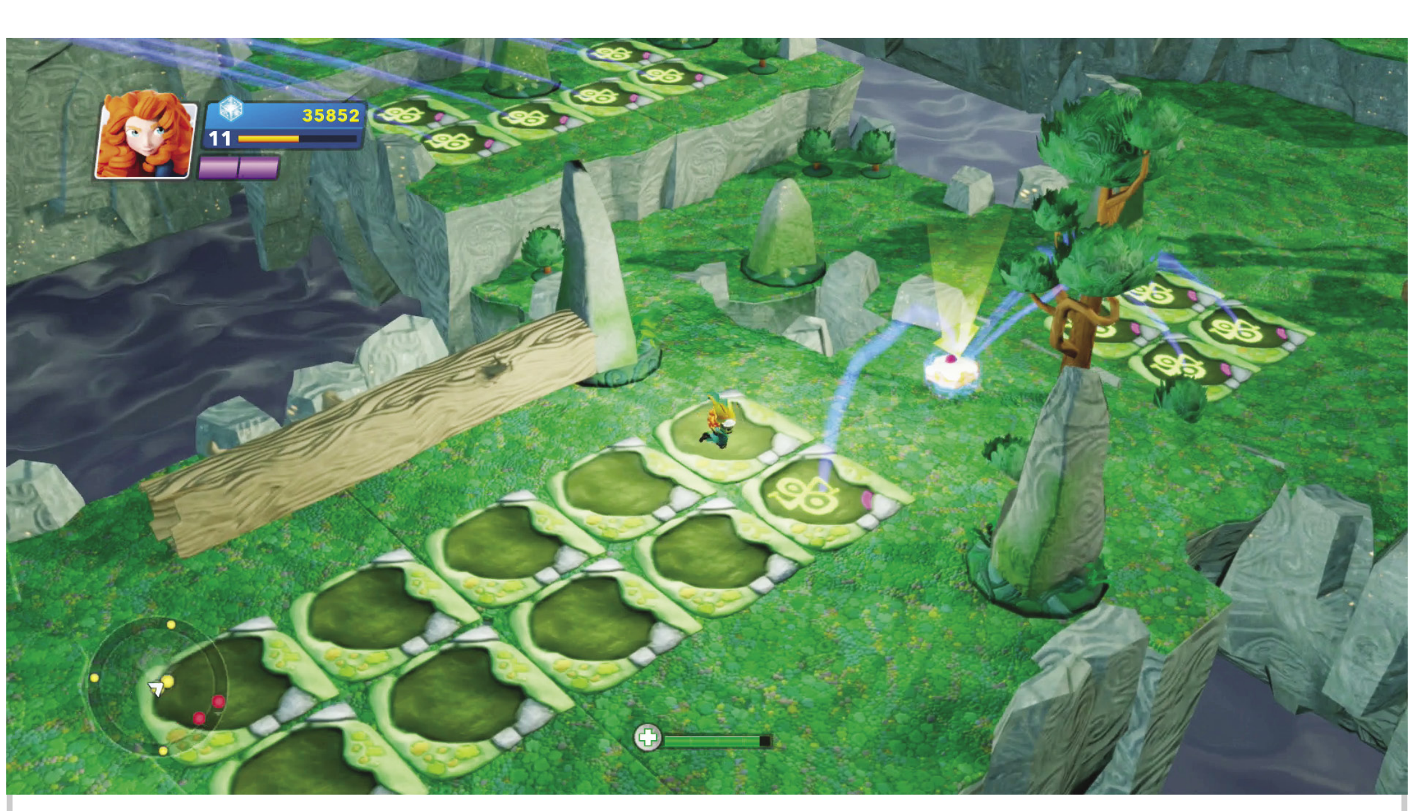
Brave Forest Siege strategy and tips

DunBroch Forest 8

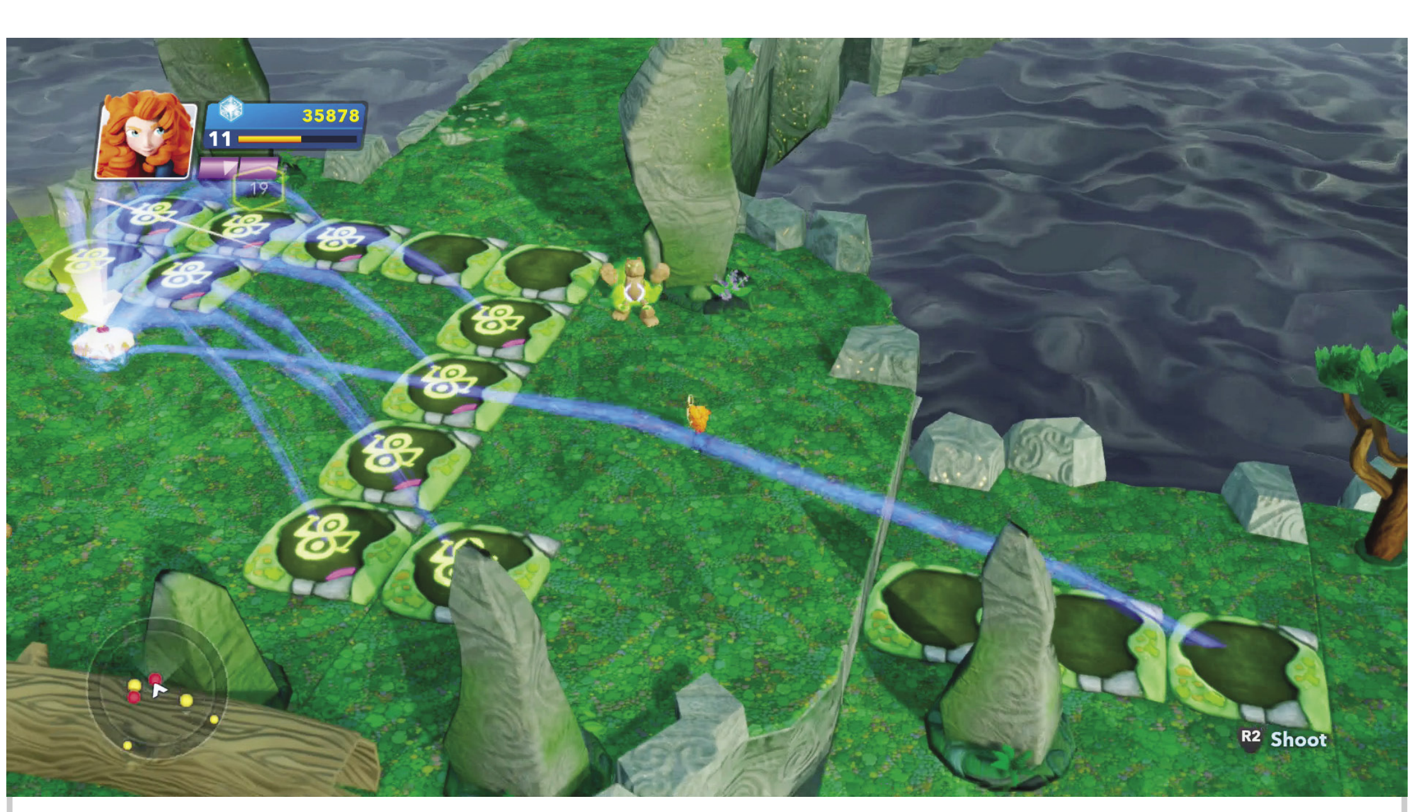
AREA A



As you enter this area, be prepared to defeat a couple Bear Catapults that wait to ambush you. Then fight against some Pine Bears that are guarding pressure plates linked to a cake. Pick up your sidekick once the bears are gone and clear those plates to get the cake. Then clear away some more Pine Bears and Bear Catapults protecting the second cake, which is located near the exit from the area. Now step on the pressure plates to clear them and break the spell so you can collect another cake.

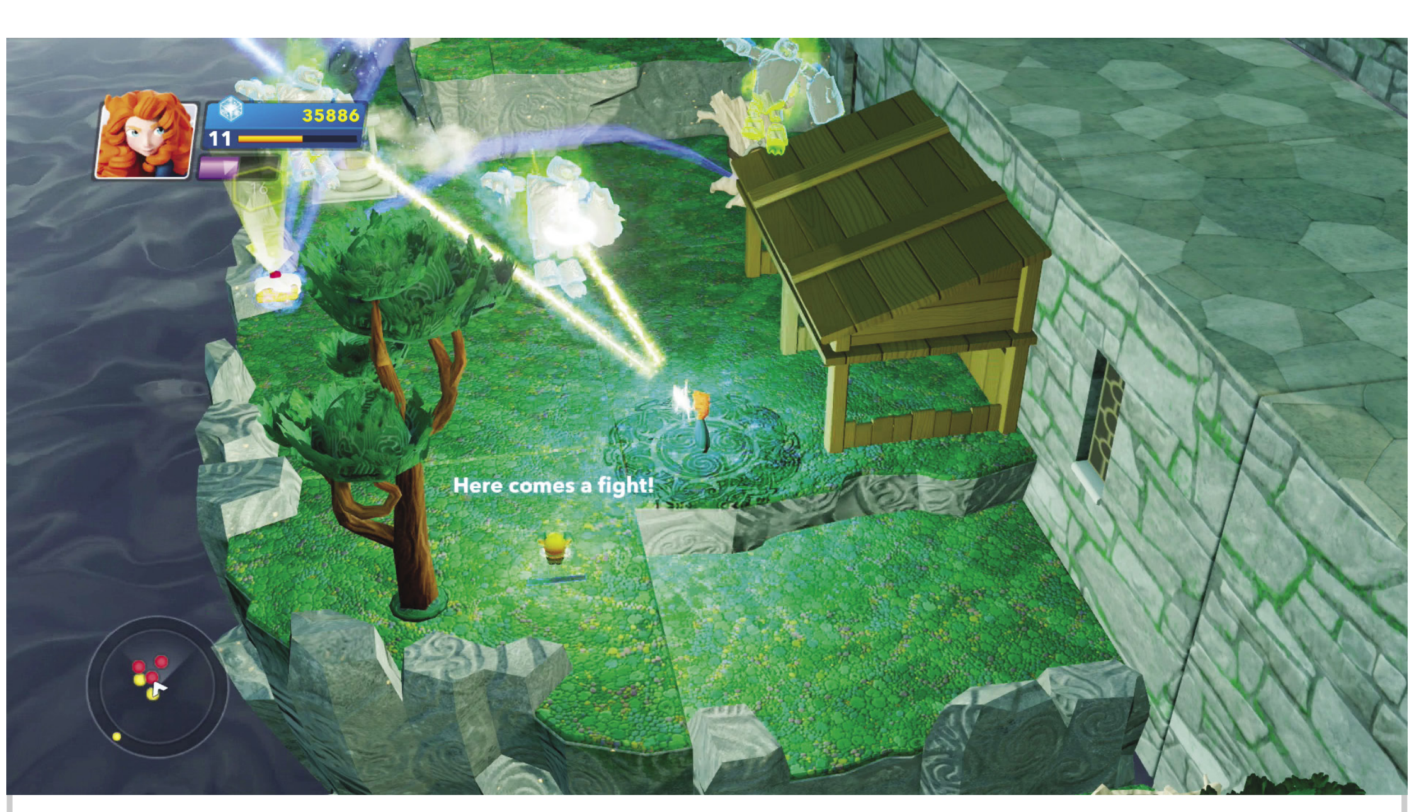


Don't forget to pick up your sidekick when stepping on the pressure plates. If you don't, the sidekick often steps on them again and brings the design back.



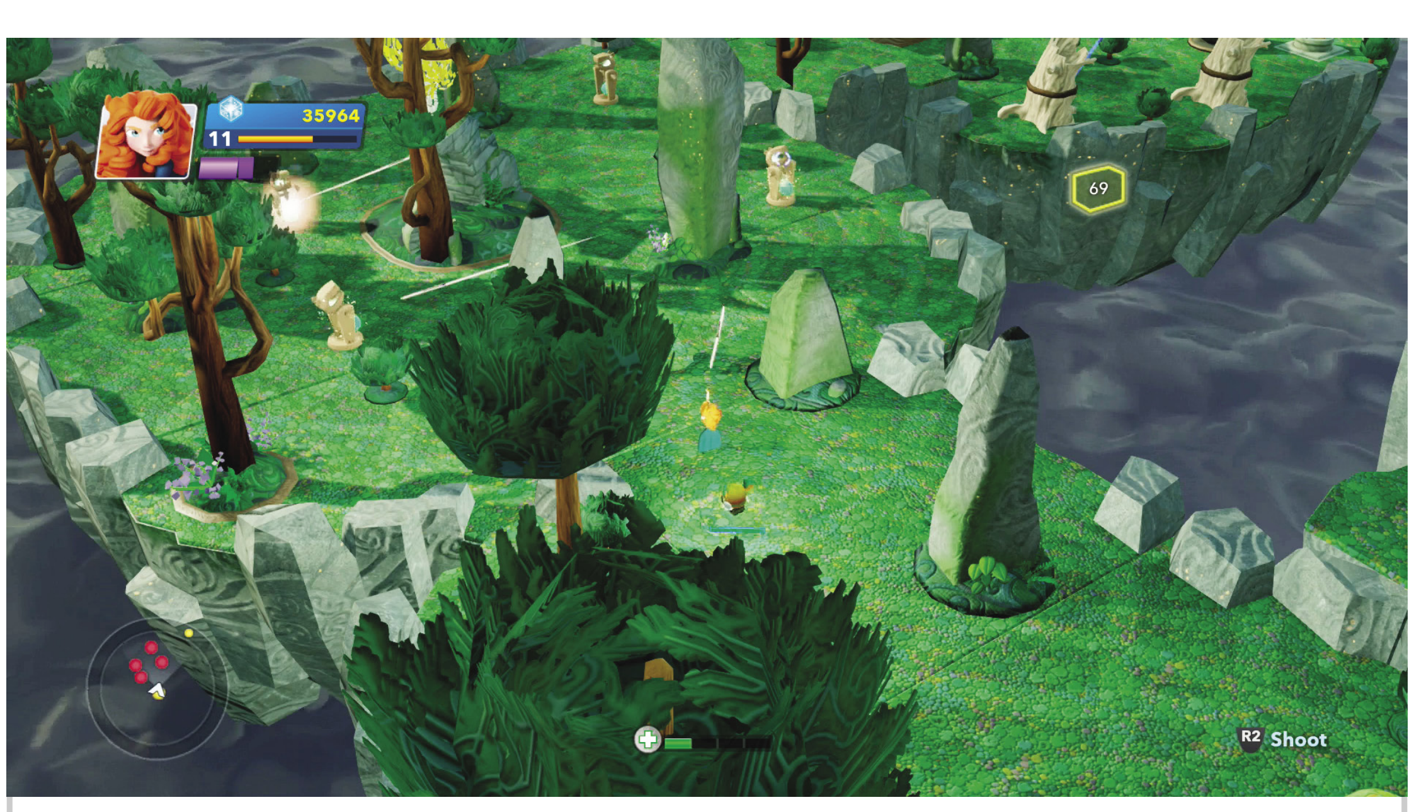
The second cake is connected to lots of pressure plates on several levels of terrain.

Follow the yellow objective marker to the next cake. It is linked to four doors through which you need to throw your sidekick to break the spell. In addition, there are three Mahogany Bears protecting the cake. Use a special move to help defeat them so you can get your sidekick to the last three doors and then get to the cake.

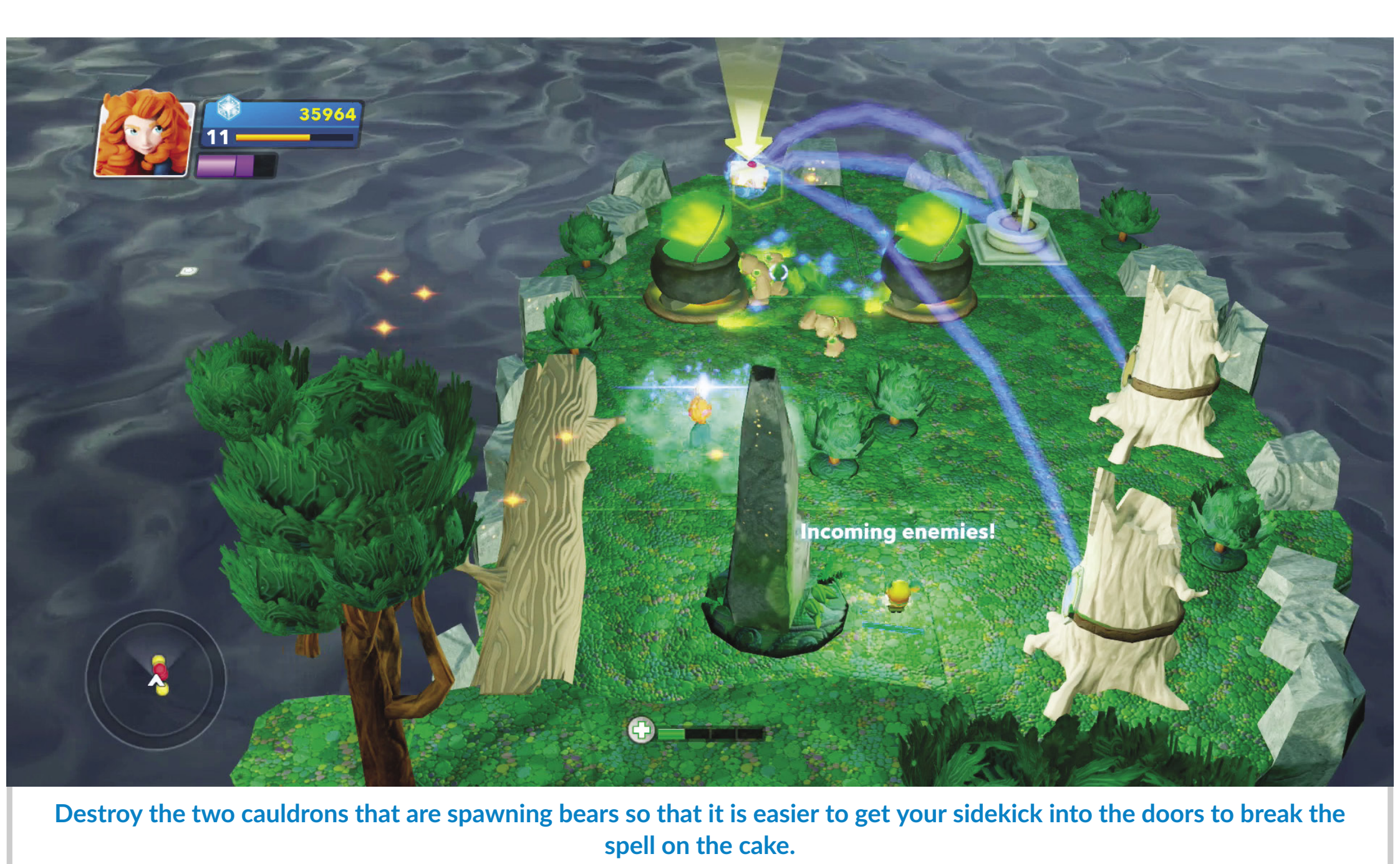


A special move is a great way to inflict a lot of damage on large, powerful enemies. You may need to use it twice to clear out these three bears.

The last cake is defended by two cauldrons that spawn enemies. However, you only have to throw your sidekick through three doors to break the spell on the cake. It is easier to do this if you first destroy the two cauldrons, though it is not necessary. After you have collected the final cake, the magical barrier is removed and you can then head towards the next area.

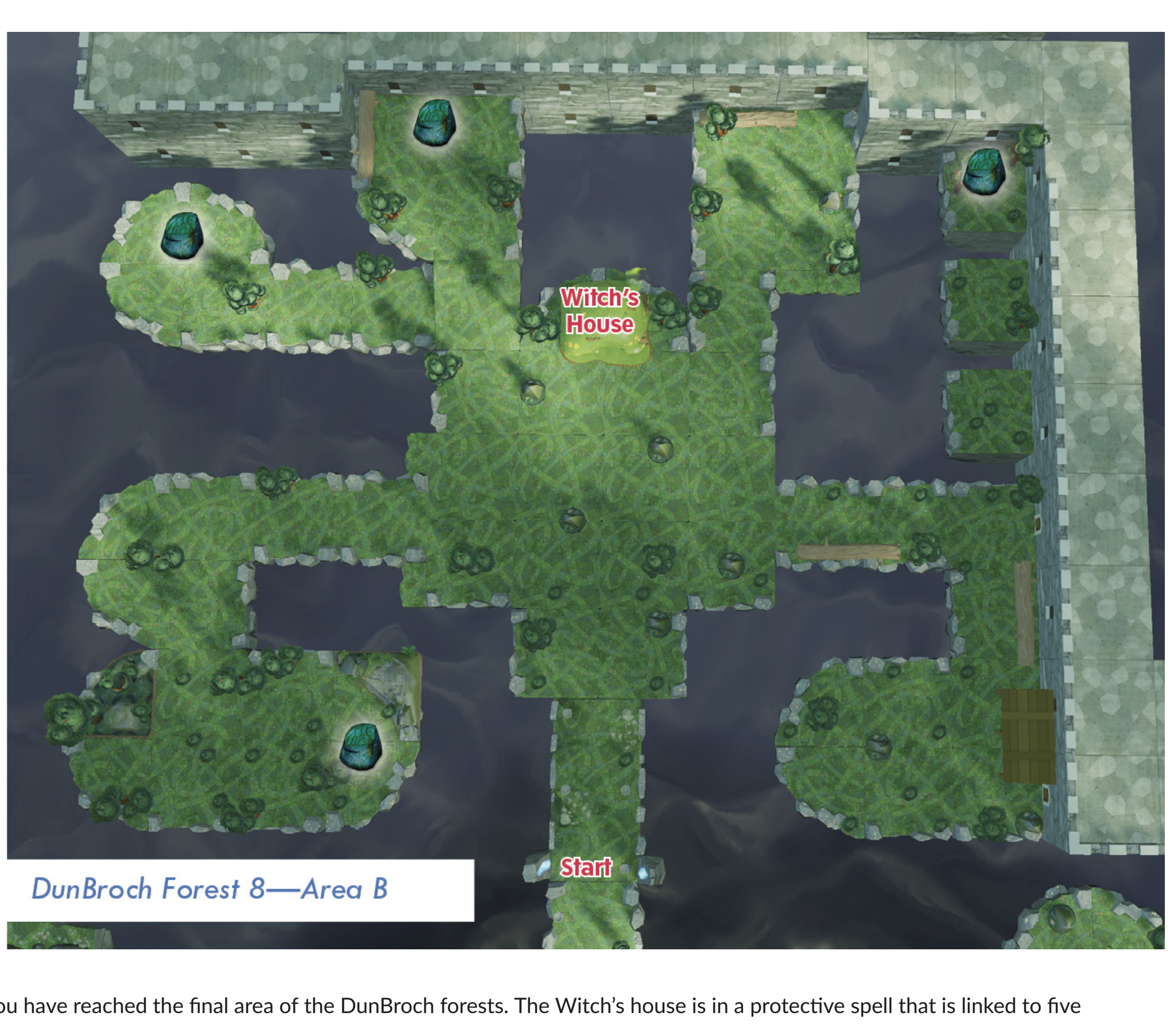


The way to the last cake is defended by Bear Catapults.

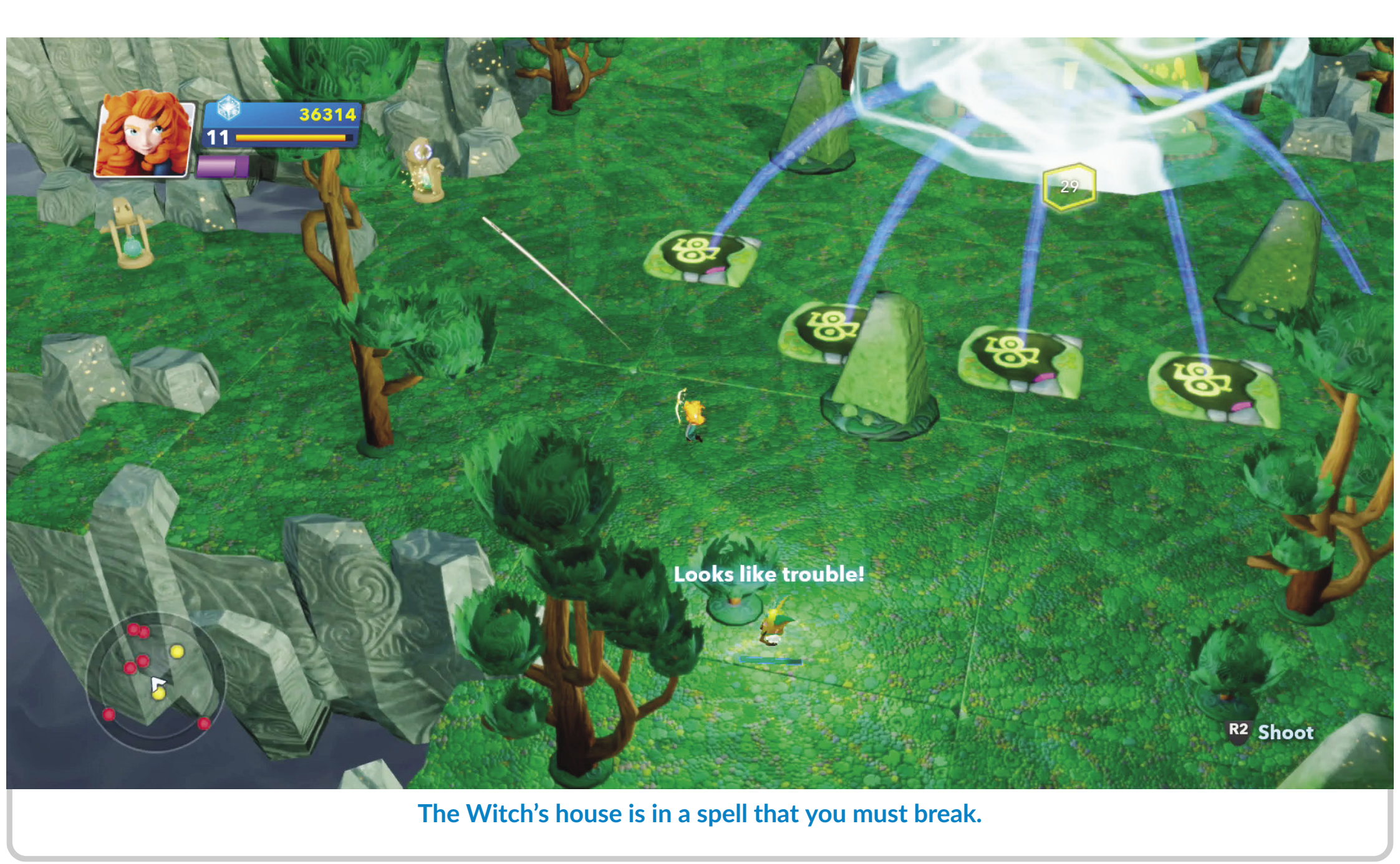


Destroy the two cauldrons that are spawning bears so that it is easier to get your sidekick into the doors to break the spell on the cake.

AREA B

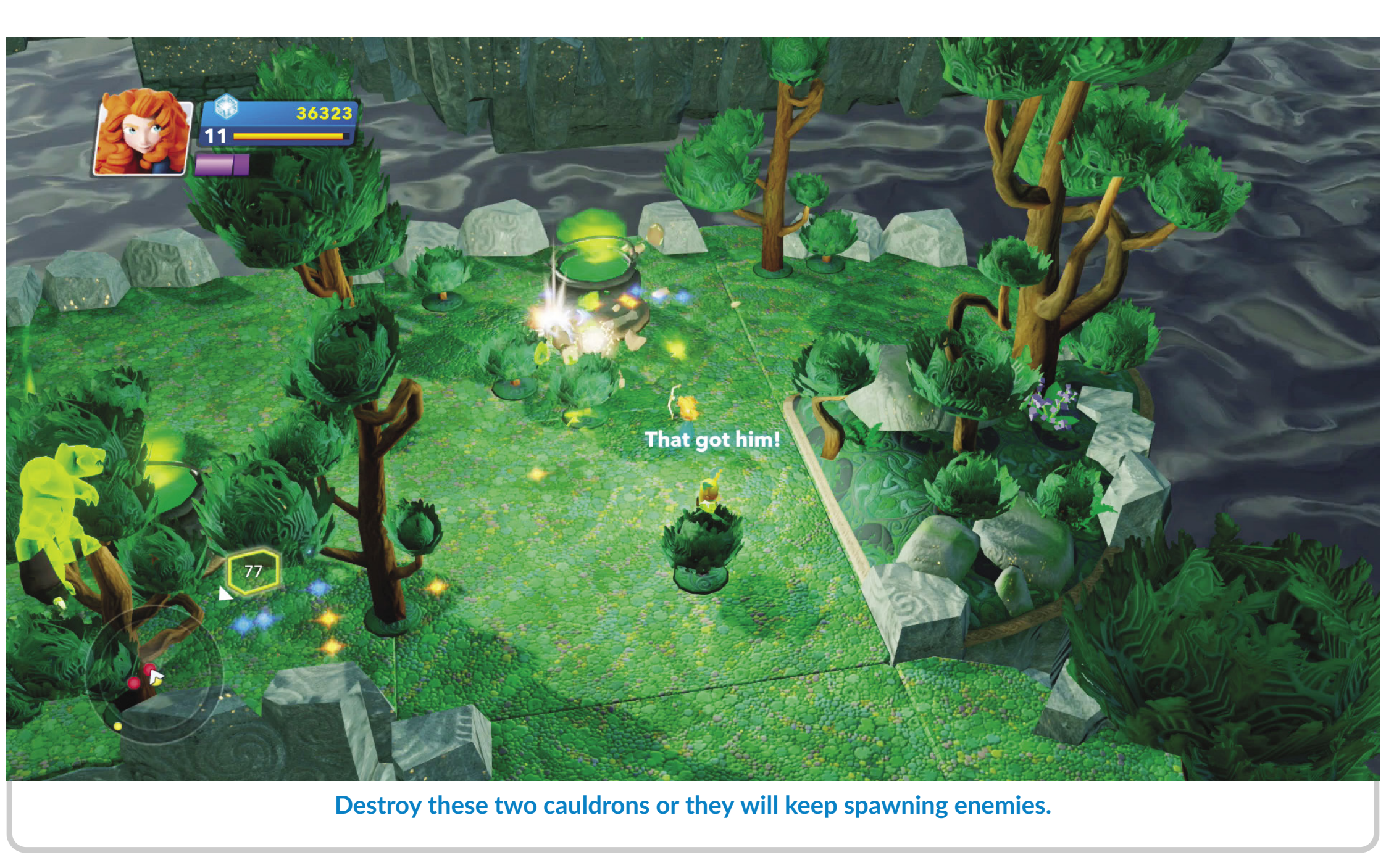


You have reached the final area of the DunBroch forests. The Witch's house is in a protective spell that is linked to five pressure plates. While they look like the kind you just need to step on, you must place a rock on each to break the link and the spell. Watch for Bear Catapults in this area that launch projectiles at you and your sidekick.



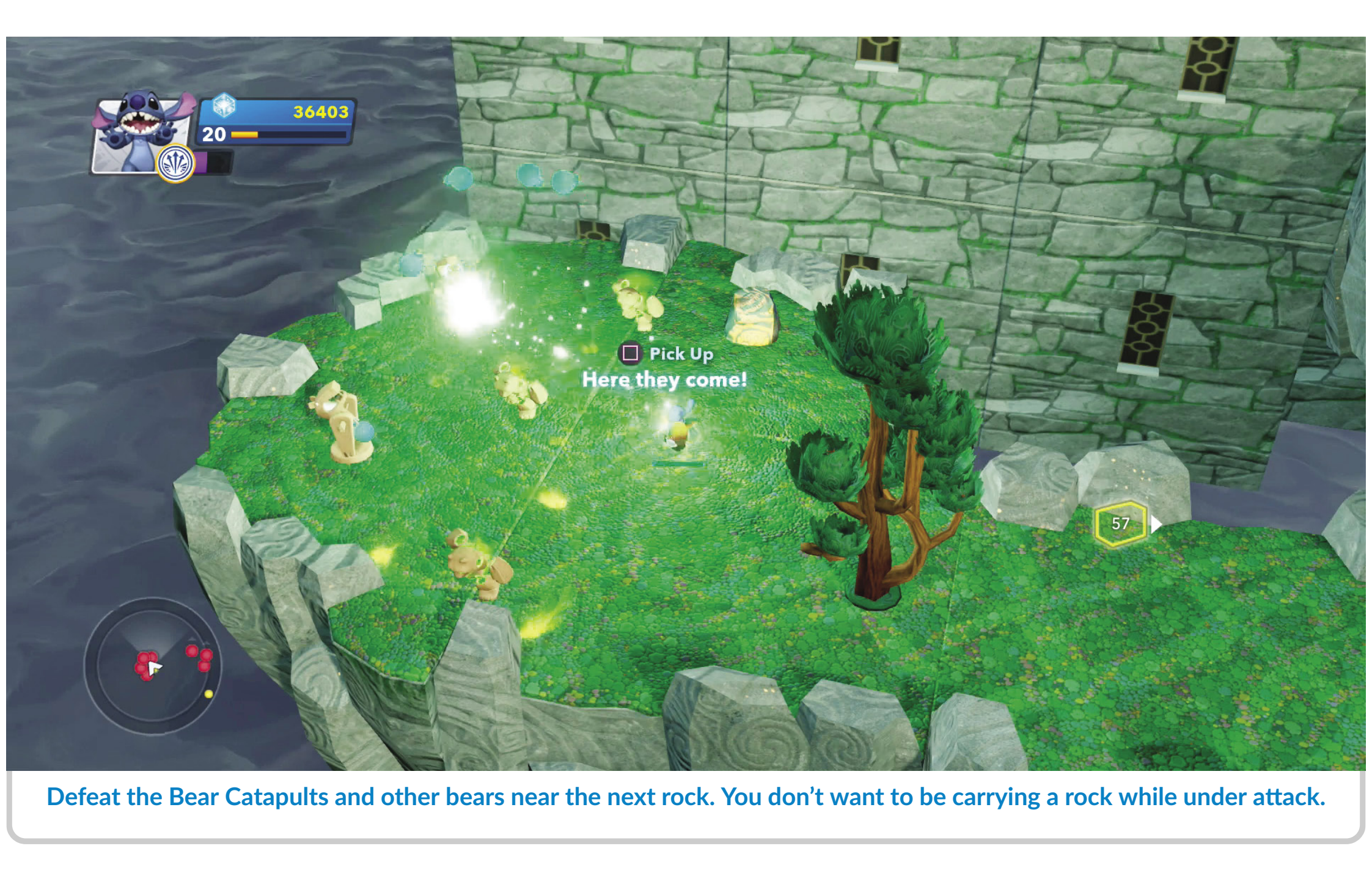
The Witch's house is in a spell that you must break.

The first rock is protected by a couple cauldrons and lots of bears. Focus on destroying the cauldrons first and then clear out the bears. You may need to swap out characters if you take too much damage. After the enemies are all defeated, pick up the rock, carry it back to the house, and place it on one of the pressure plates.

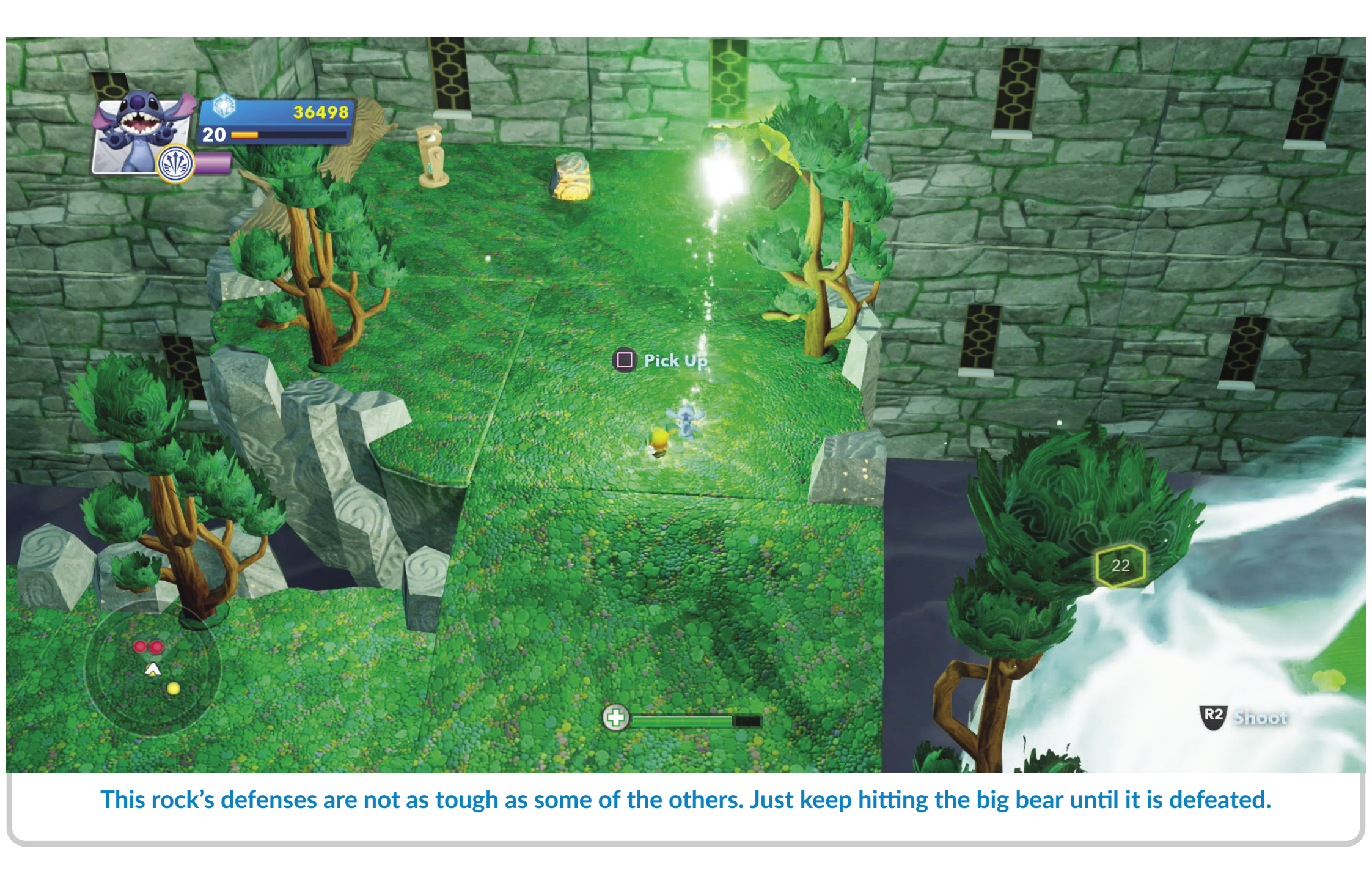


Destroy these two cauldrons or they will keep spawning enemies.

Now go after the second rock. It is located to the left of the house. There are several Catapults along the way, and when you get near the rock, some Pine Bears spawn in the area. Defeat them all and then carry the rock back to the house and place it on another plate. The third rock is near the second. It is guarded by some more Catapults and a Mahogany Bear. Clear them out and then carry the rock back to the house.

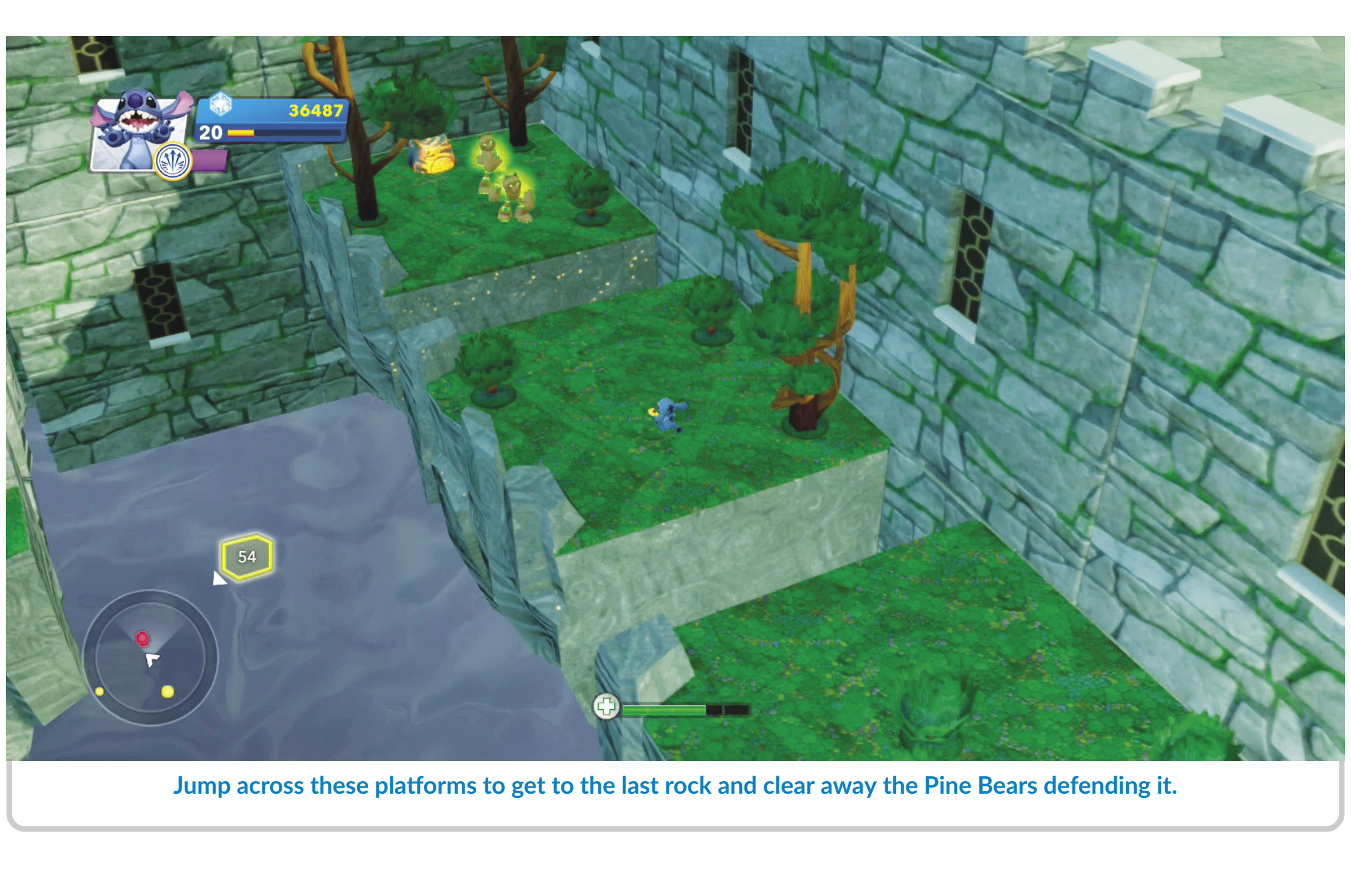


Defeat the Bear Catapults and other bears near the next rock. You don't want to be carrying a rock while under attack.



This rock's defenses are not as tough as some of the others. Just keep hitting the big bear until it is defeated.

The last rock is on the right side of the area. Move all the way to the far wall and then jump across a couple gaps to get to it. Defeat the Pine Bears along the way and then pick up the rock. You will have to carry it across the gaps as you jump and get it back to the house. Once four rocks are in position, step onto the fifth pressure plate to remove the spell on the Witch's house and complete the game.

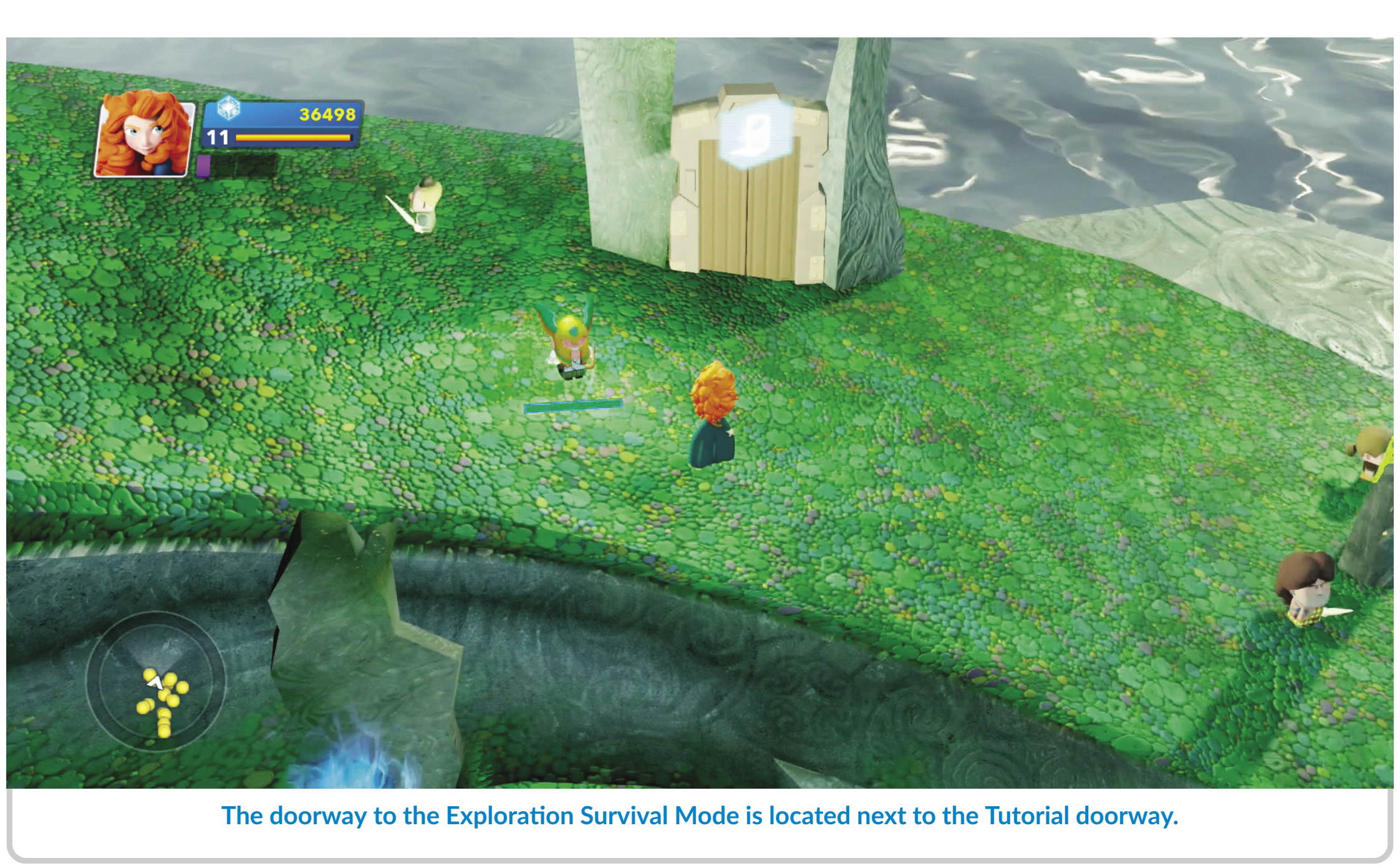


Jump across these platforms to get to the last rock and clear away the Pine Bears defending it.

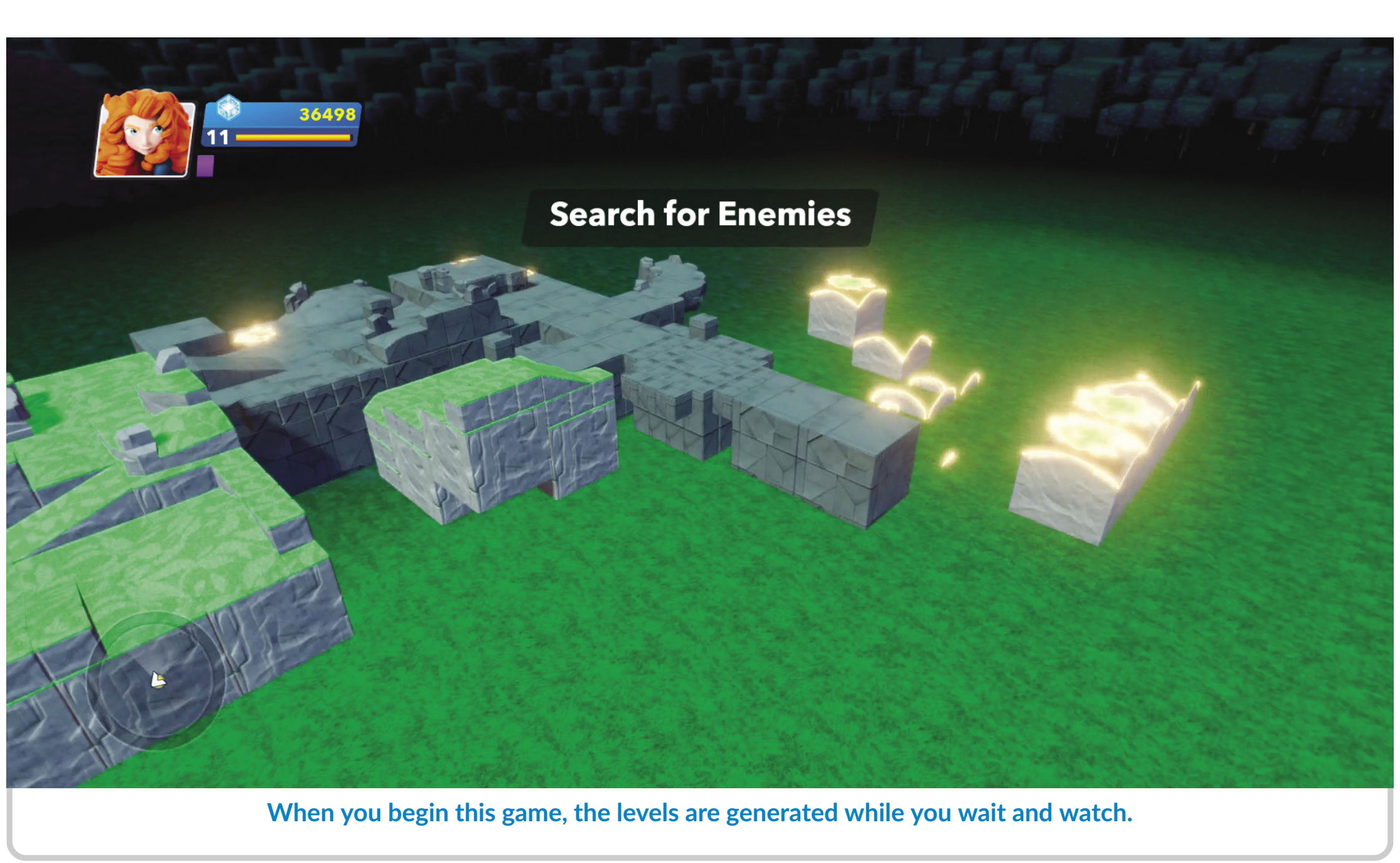
All of the cakes have been returned to the Witch.

EXPLORATION SURVIVAL MODE

After you complete DunBroch Forest 1, a door appears in the Hub. The Exploration Survival door takes you to the survival mode of this game. It offers you a chance to explore new locations and defeat enemies that are randomly generated each time. As a result, you never get the same game twice.

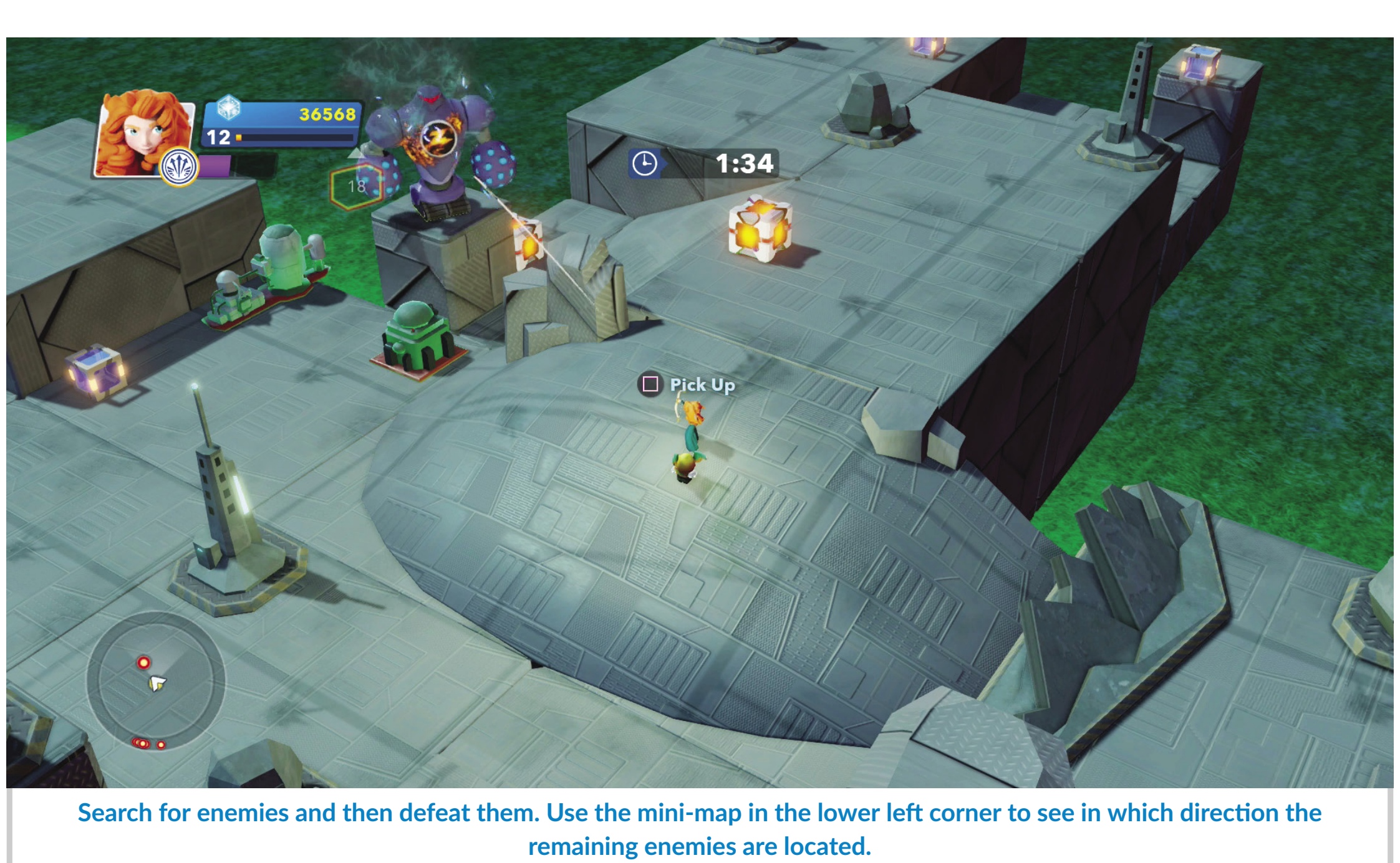


The doorway to the Exploration Survival Mode is located next to the Tutorial doorway.



When you begin this game, the levels are generated while you wait and watch.

In this mode, there is only one objective—search for and destroy all enemies. There is a timer at the top of the screen keeping track of how long it takes to accomplish this. Unlike in the forest levels, there are no loot chests and your sidekick is only needed to help you defeat the enemies.



Search for enemies and then defeat them. Use the mini-map in the lower left corner to see in which direction the remaining enemies are located.

Once you clear a level of all enemies, the game is not over. Another level is randomly generated and then populated with enemies. Go find them and defeat them.

How many levels can you complete and how long will it take you? The game will keep creating new levels for you.

MERIDA

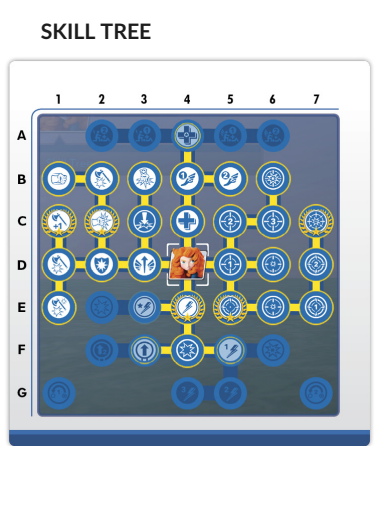
MERIDA

This free-spirited princess of DunBroch is a master archer.

Special Abilities

- Merida's Bow

SKILL TREE



Merida Skills

	Skill	Description	Cost
C1	Arrow in Your Quiver	Adds a new move to Merida's combo attack. (Tap attack button.)	4
D1	Damage Increase 1	Increases the damage of Merida's combo attack. (Tap attack button.)	2
B2	Damage Increase 2	Increases the damage of Merida's combo attack. (Tap attack button.)	4
E4	Empty the Quiver	Merida's Special Move. (Tap the special move button.) Merida fires a series of freezing arrows followed by a series of explosive arrows.	2
B1	Explosive Bow Attack	After performing the Sword Block Breaker, release the attack button and then tap the attack button to fire a powerful arrow that repels an opponent.	4
B4	Fleet of Foot–Level 1	Increases Merida's running speed.	1
B5	Fleet of Foot–Level 2	Increases Merida's running speed.	3
E5	Frosty Fire	Allows Merida to charge her bow (hold ranged attack button) and fires freezing arrows for increased damage.	2
C4	Health Boost	Increases Merida's maximum health.	1
A3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A2	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
B3	Hit the Dirt	Increases the range and damage of Merida's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E7	Quick on the Mark–Level 1	Reduces the time it takes to charge Merida's Frosty Fire. (Hold ranged attack button.)	4
D7	Quick on the Mark–Level 2	Reduces the time it takes to charge Merida's Frosty Fire. (Hold ranged attack button.)	5
D6	Ranged Attack Upgrade 1	Increases the damage caused by Merida's Trick Shot. (Tap ranged attack button.)	2
E6	Ranged Attack Upgrade 2	Increases the damage caused by Merida's Trick Shot. (Tap ranged attack button.)	4
D2	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C7	Shooting the Freeze	Merida's freezing arrows (tap ranged attack button) detonate when they strike their target.	6
F4	Special Move Bonus 1	Increases the damage caused by Empty the Quiver. (Tap special move button.)	2
E2	Special Move Bonus 2	Increases the damage caused by Empty the Quiver. (Tap special move button.)	4
F6	Special Move Mega Bonus	Increases the damage caused by Empty the Quiver. (Tap special move button.)	6
F5	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G5	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
G4	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	6
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
C3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increases the damage of Merida's combo attack. (Tap attack button.)	6
A4	Super Health Boost	Increases Merida's maximum health.	2
C2	Sword Block Breaker	A strong sword swing (hold attack button) that allows Merida to break an opponent's block before knocking them into the air.	3
A5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
A6	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D5	Trick Shot–Level 1	Increases the number of targets Merida's arrows will ricochet to. (Tap ranged attack button.)	1
C5	Trick Shot–Level 2	Increases the number of targets Merida's arrows will ricochet to. (Tap ranged attack button.)	2
C6	Trick Shot–Level 3	Increases the number of targets Merida's arrows will ricochet to. (Tap ranged attack button.)	4
B6	Ultra Ranged Attack Upgrade	Increases the damage of Merida's Trick Shot. (Press ranged attack button.)	6

STITCH

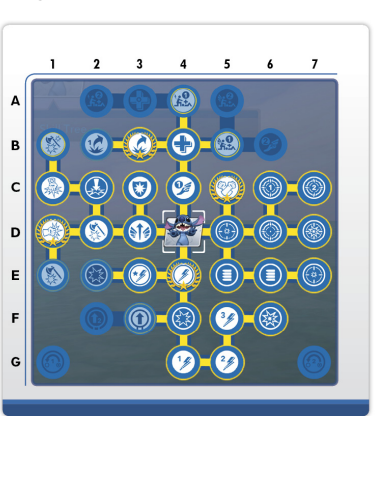
STITCH

Dr. Jumba's former Experiment 626 now lives in the spirit of 'Ohana.

Special Abilities

- Stitch's Blasters
- Maximum Strength

SKILL TREE



Stitch Skills

	Skill	Description	Cost
C5	626's Dual Blaster Attack	Allows Stitch to fire Blasters (tap ranged attack button) with two hands.	3
E4	Armed and Mischievous	Stitch's Special Move! (Tap special move button.) Allows Stitch to grow extra arms and fire multiple projectiles in front of him.	2
E5	Blaster Barrage 1	Increases the rate of fire for 626's Dual Blaster Attack. (Tap ranged attack button.)	2
E6	Blaster Barrage 2	Increases the rate of fire for 626's Dual Blaster Attack. (Tap ranged attack button.)	4
D6	Blaster Power	Allows Stitch to charge his Blaster (hold ranged attack button) for increased damage.	2
D2	Damage Increase 1	Increases the destructive power of Stitch's combo attack. (Tap attack button.)	2
E1	Damage Increase 2	Increases the destructive power of Stitch's combo attack. (Tap attack button.)	4
D1	Demolition Roll	Allows Stitch to fold himself into a ball (hold attack button) and quickly roll around, destroying everything in his path.	2
C4	Fast and Ferocious–Level 1	Increases Stitch's running speed.	1
B6	Fast and Ferocious–Level 2	Increases Stitch's running speed.	3
C6	Faster Blaster–Level 1	Decreases the time needed to charge Stitch's Blaster. (Hold ranged attack button.)	4
C7	Faster Blaster–Level 2	Decreases the time needed to charge Stitch's Blaster. (Hold ranged attack button.)	6
B3	Flying Leap–Level 1	Unlocks Stitch's Flying Leap. (Hold jump button.)	2
B2	Flying Leap–Level 2	Increases the strength of Stitch's Flying Leap. (Hold jump button.)	5
B4	Health Boost	Increases Stitch's maximum health.	1
A4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A2	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D3	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage caused by Stitch's Blaster Barrage attacks. (Tap ranged attack button.)	1
E7	Ranged Attack Upgrade 2	Increases the damage caused by Stitch's Blaster Barrage attacks. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Special Move Bonus 1	Increases the damage caused by Stitch's Armed and Mischievous attack. (Tap special move button.)	2
E2	Special Move Bonus 2	Increases the damage caused by Stitch's Armed and Mischievous attack. (Tap special move button.)	4
F6	Special Move Mega Bonus	Increases the damage caused by Stitch's Armed and Mischievous attack. (Tap special move button.)	6
G4	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G5	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
F5	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	6
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
C2	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
B1	Super Damage Increase	Increases the destructive power of Stitch's combo attack. (Tap attack button.)	6
A3	Super Health Boost	Increases Stitch's maximum health.	3
C1	Surface Strike	Increases the damage and area of Stitch's Air Assault. (Tap the jump button, then tap the attack button.)	2
B5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
A5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D7	Ultra Ranged Attack Upgrade	Increases the damage caused by Stitch's Blaster Barrage attacks. (Tap ranged attack button.)	6

DONALD DUCK

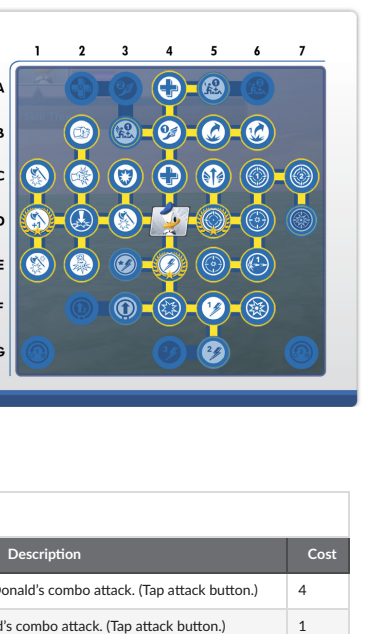
DONALD DUCK

Despite his uncontrollable temper, he's a loyal and faithful, feathered friend.

Special Abilities

- Quack Attack
- Super Jumper

SKILL TREE



Donald Duck Skills

	Skill	Description	Cost
D1	Clean Sweep	Adds a new finishing move to Donald's combo attack. (Tap attack button.)	4
D3	Damage Increase 1	Increases the damage of Donald's combo attack. (Tap attack button.)	1
C1	Damage Increase 2	Increases the damage of Donald's combo attack. (Tap attack button.)	4
B4	Dashing Duck–Level 1	Increases Donald's running speed.	1
A3	Dashing Duck–Level 2	Increases Donald's running speed.	3
E4	Donald's Rage	Donald Duck's Special Move. (Tap the special move button.) Donald flies into a rage, aggressively hammering everything in his path.	2
E2	Duck Down	Increases the damage and area affected by Donald's Air Assault. (Tap the jump button, then tap the attack button.)	3
B5	Flying Feathers–Level 1	Unlocks Donald's Flying Feathers jump. (Hold jump button.)	2
B6	Flying Feathers–Level 2	Increases the strength of Donald's Flying Feathers jump. (Hold jump button.)	6
C2	Getting Defensive	A full-scale tantrum (hold attack button) that allows Donald to break an opponent's block.	3
C4	Health Boost 1	Increases Donald's maximum health.	1
A4	Health Boost 2	Increases Donald's maximum health.	3
A5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A6	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
B2	Mallet Mayhem	When performing Getting Defensive, release the attack button and then tap the attack button to perform a powerful attack that repels an opponent.	4
C5	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
E6	Off the Handle	Increases the rate at which Donald can throw objects.	4
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D6	Ranged Attack Upgrade 1	Increases the damage caused by Donald's throws. (Tap ranged attack button.)	2
E5	Ranged Attack Upgrade 2	Increases the damage caused by Donald's throws. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
D5	Simmering Anger	Allows Donald to throw objects with added strength (hold ranged attack button) to cause more damage.	1
F4	Special Move Bonus	Increases the damage caused by Donald's Rage. (Press special move button.)	2
F6	Special Move Mega Bonus	Increases the damage caused by Donald's Rage. (Press special move button.)	4
F5	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G4	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
G5	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	6
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
D2	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increases the damage of Donald's combo attack. (Tap attack button.)	6
A2	Super Health Boost	Increases Donald's maximum health.	5
B3	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
D7	Ultra Ranged Attack Upgrade	Increases the damage caused by Donald's throws. (Tap ranged attack button.)	6
C6	Uncontrolled Anger–Level 1	Decreases the time needed to charge Simmering Anger. (Hold ranged attack button.)	4
C7	Uncontrolled Anger–Level 2	Decreases the time needed to charge Simmering Anger. (Hold ranged attack button.)	6

MALEFICENT

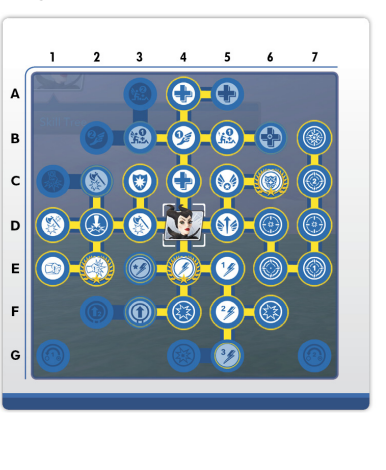
MALEFICENT

The tragically spurned Protector of the Moors.

Special Abilities

- Magic Attacks
- Flying
- Villain

SKILL TREE



Maleficent Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the damage of Maleficent's combo attack. (Tap attack button.)	1
C2	Damage Increase 2	Increases the damage of Maleficent's combo attack. (Tap attack button.)	4
E4	Diaval's Drive	Maleficent summons her raven, Diaval, to attack nearby targets. (Tap special move button.)	2
B4	Fairy Agility–Level 1	Increases Maleficent's running speed.	1
B2	Fairy Agility–Level 2	Increases Maleficent's running speed.	3
C4	Health Boost 1	Increases Maleficent's maximum health.	1
A4	Health Boost 2	Increases Maleficent's maximum health.	3
A5	Health Boost 3	Increases Maleficent's maximum health.	5
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
E7	Increased Rage–Level 1	Increases the speed at which Volley of Vengeance charges. (Hold ranged attack button.)	4
C7	Increased Rage–Level 2	Increases the speed at which Volley of Vengeance charges. (Hold ranged attack button.)	6
D5	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
C1	Power Dive	Increases the range and damage of Maleficent's Air Assault. (Tap the jump button, then tap the attack button.)	2
C6	Protection of the Moors	Allows Maleficent to heal herself and other characters around her while blocking. (Hold defend button.)	5
D6	Ranged Attack Upgrade 1	Increases the damage of Maleficent's spellcast attack. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 2	Increases the damage of Maleficent's spellcast attack. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E1	Rival Repel	When performing Thorny Situation, tap attack button and then tap attack button again to cast opponents back with a burst of green magic.	4
F4	Special Move Bonus 1	Increases the damage of Diaval's Drive. (Press special move button.)	3
F6	Special Move Bonus 2	Increases the damage of Diaval's Drive. (Press special move button.)	5
G4	Special Move Mega Bonus	Increases the damage of Diaval's Drive. (Press special move button.)	6
E5	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
F5	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
G5	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	6
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
D2	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D1	Super Damage Increase	Increases the damage of Maleficent's combo attack. (Tap attack button.)	6
B6	Super Health Boost	Increases Maleficent's maximum health.	6
C5	Taking Flight	Unlocks Maleficent's flying ability. (Hold jump button to hover, then hold left trigger while hovering for free flight.)	3
B3	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
A3	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
E2	Thorny Situation	Creates a wall of thorns (hold attack button) that allows Maleficent to break an opponent's block.	2
B7	Ultra Ranged Attack Upgrade	Increases the damage of Maleficent's spellcast attack. (Tap ranged attack button.)	6
E6	Volley of Vengeance	Charges a spell to cast multiple bolts of magic towards targets. (Hold ranged attack button.)	2

TINKER BELL

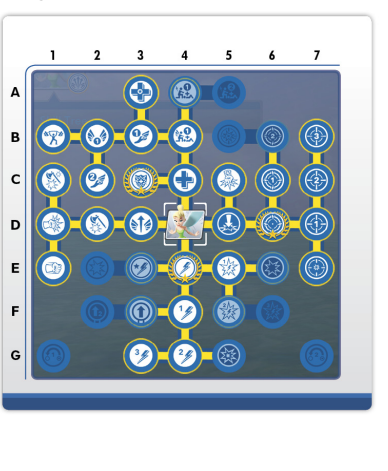
TINKER BELL

Feisty tinker fairy and friend to all in Pixie Hollow.

Special Abilities

- Pixie Dust Attacks
- Flying

SKILL TREE



Tinker Bell Skills

	Skill	Description	Cost
D2	Damage Increase	Increases the damage caused by Tinker Bell's combo attack. (Tap attack button.)	2
D1	Dust Up	A counterattack maneuver (hold attack button) that allows Tink to create a swirling storm of pixie dust that lifts nearby targets into the air.	2
E4	Fairy Dash	Tinker Bell's Special Move. (Tap the special move button.) Tink shrinks down to fairy size and quickly zips around, ricocheting between targets.	2
B1	Faith, Trust, and Pixie Dust	Allows Tinker Bell to use the power of pixie dust to lift large objects.	5
B3	Flittering Fleet–Level 1	Increases Tinker Bell's running speed.	2
C2	Flittering Fleet–Level 2	Increases Tinker Bell's running speed.	3
C3	Healing Magic	Allows Tinker Bell to heal herself and other characters around her while blocking. (Hold defend button.)	3
C4	Health Boost	Increases Tinker Bell's maximum health.	1
A4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
B2	Lighter Than Air	Increases the speed of Tinker Bell's flight. Hold jump button to hover, then hold left trigger while hovering for free flight.	2
D3	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
D6	Pixie Dust Blast–Level 1	Allows Tinker Bell's wand to launch charged bursts of pixie dust. (Hold ranged attack button.)	2
C6	Pixie Dust Blast–Level 2	Increases the recharge speed of Tinker Bell's Pixie Dust Blast attack. (Hold ranged attack button.)	4
B6	Pixie Dust Blast–Level 3	Increases the recharge speed of Tinker Bell's Pixie Dust Blast attack. (Hold ranged attack button.)	6
E1	Pixie Push	When performing Dust Up, release the attack button, then tap the attack button to repel opponents by flying aggressively toward them.	4
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E7	Ranged Attack Upgrade	Increases the damage caused by Tinker Bell's Pixie Dust Blast. (Tap ranged attack button.)	2
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C5	Rough Landing	Increases the damage and area affected by Tinker Bell's Air Assault. (Tap the jump button, then tap the attack button.)	2
E5	Scattering Dust–Level 1	Increases the number of targets Tinker Bell can ricochet between while performing her Fairy Dash. (Tap the special move button.)	2
F5	Scattering Dust–Level 2	Increases the number of targets Tinker Bell can ricochet between while performing her Fairy Dash. (Tap the special move button.)	4
F6	Scattering Dust–Level 3	Increases the number of targets Tinker Bell can ricochet between while performing her Fairy Dash. (Tap the special move button.)	6
E6	Special Move Bonus 1	Increases the damage caused by Tinker Bell's Fairy Dash. (Tap special move button.)	2
E2	Special Move Bonus 2	Increases the damage caused by Tinker Bell's Fairy Dash. (Tap special move button.)	4
G5	Special Move Mega Bonus	Increases the damage caused by Tinker Bell's Fairy Dash. (Tap special move button.)	6
F4	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G4	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
G3	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	6
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
D5	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the damage of Tinker Bell's combo attack. (Tap attack button.)	4
A3	Super Health Boost	Increases Tinker Bell's maximum health.	3
B4	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
B5	Ultra Ranged Attack Upgrade	Increases the damage caused by Tinker Bell's Pixie Dust Blast. (Tap ranged attack button.)	4
D7	Wand Some More–Level 1	Increases the number of pixie dust bursts that are launched from Tinker Bell's wand during her Pixie Dust Blast. (Tap ranged attack button.)	2
C7	Wand Some More–Level 2	Increases the number of pixie dust bursts that are launched from Tinker Bell's wand during her Pixie Dust Blast. (Tap ranged attack button.)	4
B7	Wand Some More–Level 3	Increases the number of pixie dust bursts that are launched from Tinker Bell's wand during her Pixie Dust Blast. (Tap ranged attack button.)	6

HIRO

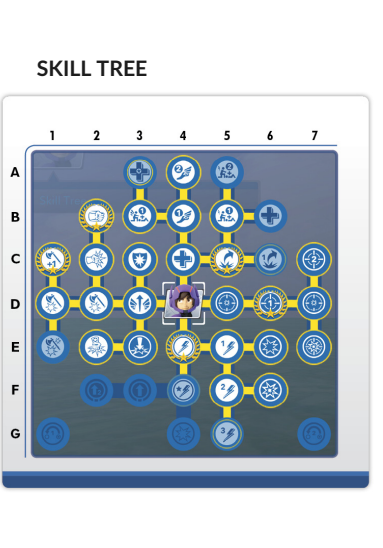
HIRO

Brilliant robotics prodigy with the knack for getting in and out of trouble.

Special Abilities

- Nanobot Attack
- Tech

SKILL TREE



Hiro Skills

	Skill	Description	Cost
D2	Damage Increase 1	Increases the damage of Hiro's combo attack. (Tap attack button.)	2
D1	Damage Increase 2	Increases the damage of Hiro's combo attack. (Tap attack button.)	4
C5	Data Reboot–Level 1	Unlocks Hiro's Super Jump ability. (Hold jump button.)	1
C6	Data Reboot–Level 2	Increases the speed, distance, and height of Hiro's Super Jump. (Hold jump button.)	5
B4	Digital Foot Sprint–Level 1	Increases Hiro's running speed.	1
A4	Digital Foot Sprint–Level 2	Increases Hiro's running speed.	4
C2	Firewall Blocker	Hiro uses nanobots (hold attack button) to break an opponent's block.	3
B2	Graphic Reckoning	When performing the Firewall Blocker, release the attack button and then tap the attack button to fire a powerful arrow that repels an opponent.	4
E2	Hard Driver	Increases the damage and area affected by Hiro's Air Assault. (Tap the jump button, then tap the attack button.)	3
C4	Health Boost 1	Increases Hiro's maximum health.	1
B6	Health Boost 2	Increases Hiro's maximum health.	3
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D3	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
D6	Nanobot Barrage–Level 1	Hiro's nanobots obey his commands as they take him speedily across the ground. (Tap ranged attack button.)	3
C7	Nanobot Barrage–Level 2	Hiro's nanobots will attack (tap ranged attack button) after he rides them to his destination.	5
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage caused by Hiro's nanobots. (Tap ranged attack button.)	1
D7	Ranged Attack Upgrade 2	Increases the damage caused by Hiro's nanobots. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E4	Server of Justice	Hiro's nanobots swarm (tap the special move button) and attack with powerful surges.	2
E6	Special Move Bonus 1	Increases the damage caused by the Server of Justice. (Press special move button.)	3
G4	Special Move Bonus 2	Increases the damage caused by the Server of Justice. (Press special move button.)	4
E5	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
F5	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
G5	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	6
F6	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increases the damage of Hiro's combo attack. (Tap attack button.)	6
A3	Super Health Boost	Increases Hiro's maximum health.	5
B3	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
C1	Ultimate Upload	Adds an additional move to Hiro's ground combo attack. (Tap attack button.)	5
E7	Ultra Ranged Attack Upgrade	Increases the damage caused by Hiro's nanobots. (Tap ranged attack button.)	6

BAYMAX

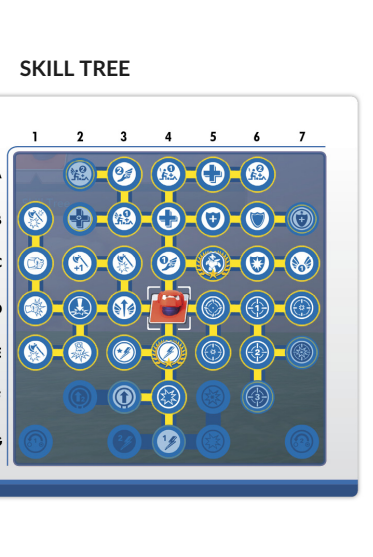
BAYMAX

A robot bodyguard with a sweet, soft center and hard armor shell.

Special Abilities

- Rocket Fists
- Health Regeneration

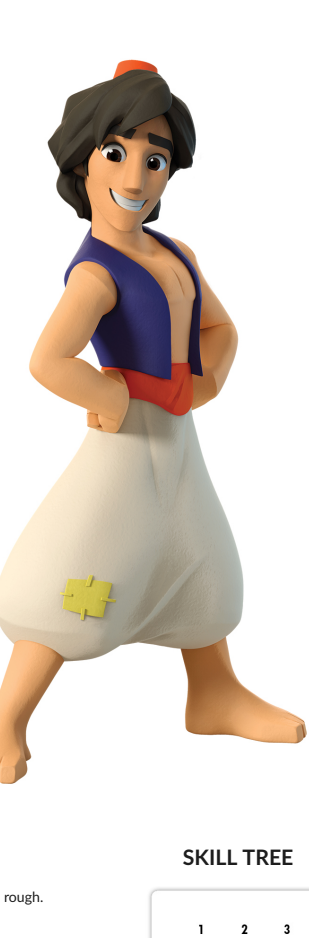
SKILL TREE



Baymax Skills

	Skill	Description	Cost
B7	Booster Shot	Increases the rate that the shields regenerate.	5
B5	Clinical Defense	Shields that must be depleted before Baymax's health is affected. These shields regenerate over time.	2
C3	Damage Increase 1	Increases the damage of Baymax's combo attack. (Tap attack button.)	2
E1	Damage Increase 2	Increases the damage of Baymax's combo attack. (Tap attack button.)	4
C7	Endorphins High	Increases the speed of Baymax's flight. Hold jump button to hover, then hold left trigger while hovering for free flight.	4
D6	Fist Bump–Level 1	Increases the number of hits made by Baymax's Rocket Fist. (Tap ranged attack button.)	2
E6	Fist Bump–Level 2	Increases the number of hits made by Baymax's Rocket Fist. (Tap ranged attack button.)	3
F6	Fist Bump–Level 3	Increases the number of hits made by Baymax's Rocket Fist. (Tap ranged attack button.)	5
E4	Hand Out	Baymax's Special Move. (Tap the special move button.) Baymax hovers in the air and fires both Rocket Fists in a weaving pattern in front of him.	2
B4	Health Boost 1	Increases Baymax's maximum health.	1
A5	Health Boost 2	Increases Baymax's maximum health.	2
C5	Health Care Companion	Baymax will slowly heal anyone that he is carrying.	1
A4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A6	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D3	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
C4	Pace Maker–Level 1	Increases Baymax's running speed.	1
A3	Pace Maker–Level 2	Increases Baymax's running speed.	3
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E5	Ranged Attack Upgrade 1	Increases the damage of Baymax's Rocket Fists. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 2	Increases the damage of Baymax's Rocket Fists. (Tap ranged attack button.)	4
C6	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
D5	Robot Recoil	Allows Baymax to charge his ranged attack (hold ranged attack button) for increased damage.	1
D1	Scanning for Fear	An uppercut (hold attack button) that allows Baymax to break an opponent's block.	2
B6	Shield Surge	Increases the amount of damage the shield can stop.	4
E2	Slight Pressure	Increases the damage and area affected by Baymax's Air Assault. (Tap the jump button, then tap the attack button.)	2
F4	Special Move Bonus 1	Increases the damage caused by Baymax's Rocket Fists. (Press special move button.)	2
G5	Special Move Bonus 2	Increases the damage caused by Baymax's Rocket Fists. (Press special move button.)	4
F5	Special Move Mega Bonus	Increases the damage caused by Baymax's Rocket Fists. (Press special move button.)	6
G4	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G3	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
D2	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
B1	Super Damage Increase	Increases the damage of Baymax's combo attack. (Tap attack button.)	6
B2	Super Health Boost	Increases Baymax's maximum health.	4
B3	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
A2	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
C1	Thruster Buster	Use Baymax's thrusters (hold attack button, then tap attack button) to shoot Baymax forward and send his targets flying.	4
C2	Tough Love	Adds an additional attack to Baymax's ground combo attack. (Tap attack button.)	4
E7	Ultra Ranged Attack Upgrade	Increases the damage of Baymax's Rocket Fists. (Tap ranged attack button.)	6

ALADDIN



ALADDIN

This street rat is actually a diamond in the rough.

Special Abilities

- Scimitar Attacks

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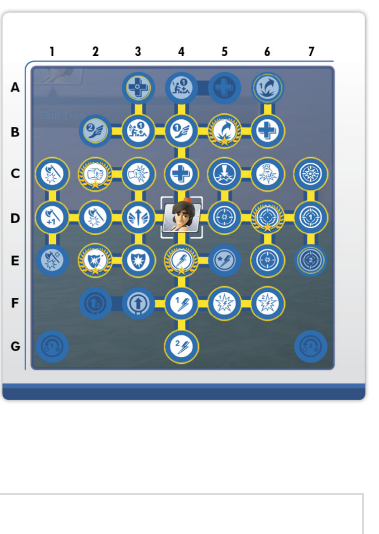


Aladdin Skills

	Skill	Description	Cost
C6	Aladdin's Power Slam	Increases the damage and area affected by Aladdin's Air Assault. Tap attack button while in the air.	1
D7	Charged Up–Level 1	Decreases the time it takes to charge Aladdin's Scimitar Charge. (Hold ranged attack button.)	4
E7	Charged Up–Level 2	Decreases the time it takes to charge Aladdin's Scimitar Charge. (Hold ranged attack button.)	6
E4	Curse of the Lamp!	Unlocks Aladdin's Special Move. (Tap the special move button.) The magic lamp releases a whirlwind that deals damage while pulling objects in.	2
D2	Damage Increase 1	Increases the damage of Aladdin's combo attack. (Tap attack button.)	2
C1	Damage Increase 2	Increases the damage of Aladdin's combo attack. (Tap attack button.)	4
C4	Health Boost 1	Increases Aladdin's maximum health.	1
A5	Health Boost 2	Increases Aladdin's maximum health.	3
B6	Health Boost 3	Increases Aladdin's maximum health.	5
A4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B5	Jumping Ahead–Level 1	Unlocks Aladdin's Super Jump ability. (Hold jump button.)	2
A6	Jumping Ahead–Level 2	Increases the strength of Aladdin's Super Jump. (Hold jump button.)	5
D3	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
B4	On the Run–Level 1	Increases Aladdin's running speed.	1
B2	On the Run–Level 2	Increases Aladdin's running speed.	3
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Aladdin's Scimitar Sling. (Tap ranged attack button.)	1
E6	Ranged Attack Upgrade 2	Increases the damage of Aladdin's Scimitar Sling. (Tap ranged attack button.)	4
E3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C3	Scimitar Block Breaker	A backhand scimitar swing (hold attack button) that allows Aladdin to break an opponent's block.	2
D6	Scimitar Charge	Charges Aladdin's scimitar (hold ranged attack button) to increase its strength and cause more damage.	2
E2	Scimitar Shield	While blocking (stand still and hold defend button), Aladdin can ricochet certain ranged attacks.	5
F4	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G4	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
E5	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
C2	Spinning Scimitar Attack	When performing a Scimitar Block Breaker, release attack button and then tap attack button to perform a powerful attack that repels an opponent. Requires skilled timing.	4
C5	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D1	Strong Finish	Adds an additional upgrade to Aladdin's ground attack. (Tap attack button.)	4
E1	Super Damage Increase	Increases the damage of Aladdin's combo attack. (Tap attack button.)	6
A3	Super Health Boost	Increases Aladdin's maximum health.	6
B3	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
C7	Ultra Ranged Attack Upgrade	Increases the damage of Aladdin's Scimitar Sling. (Tap ranged attack button.)	6
F5	Whirling Winds–Level 1	Increases the range of Aladdin's Curse of the Lamp! (Tap the special move button.)	4
F6	Whirling Winds–Level 2	Increases the range of Aladdin's Curse of the Lamp! (Tap the special move button.)	6

JASMINE

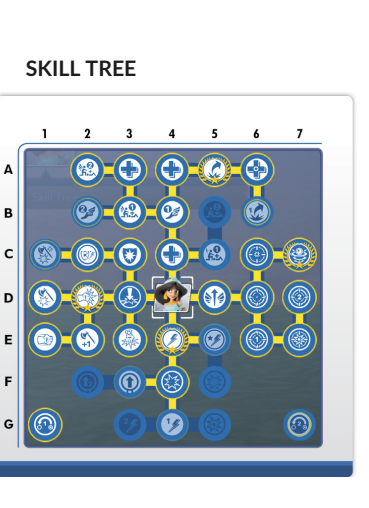
JASMINE

The strong-willed princess of Agrabah and daughter of the Sultan.

Special Abilities

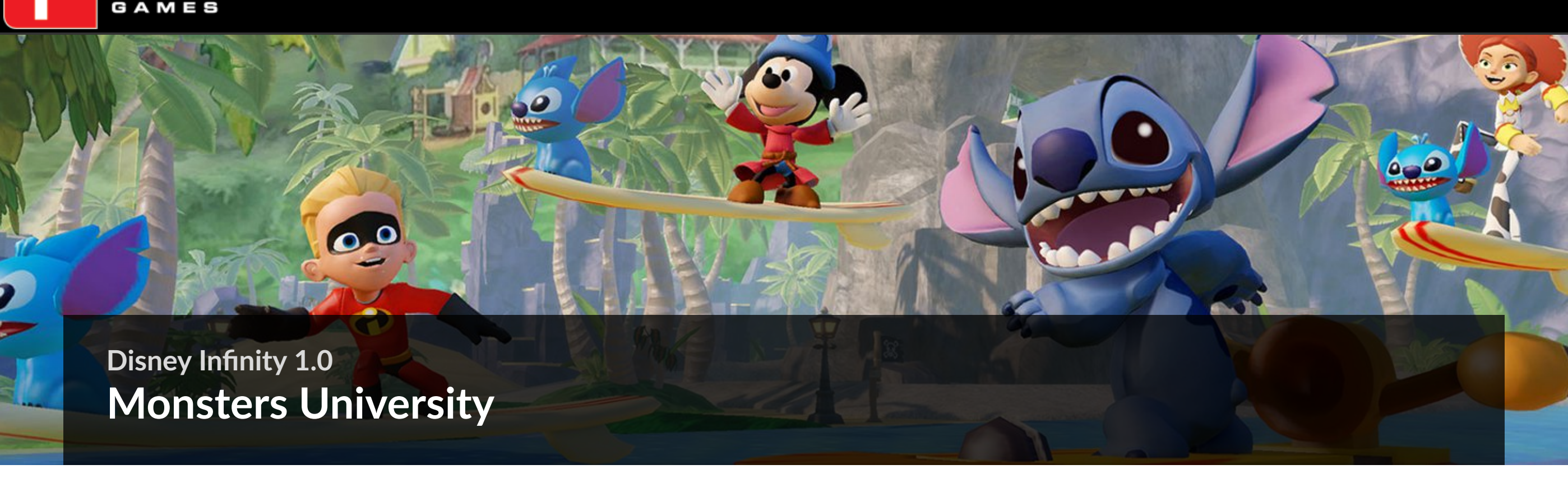
- Whirlwind Attacks

SKILL TREE



Jasmine Skills

	Skill	Description	Cost
E3	A Bang-Up Job	Increases the range and damage of Jasmine's Air Assault. Tap attack button while in the air.	2
C2	Building Defenses	Repelling enemies replenishes Jasmine's Special Move meter. (Tap defend button.)	4
D1	Damage Increase	Increases the damage of Jasmine's combo attack. (Tap attack button.)	3
C4	Health Boost 1	Increases Jasmine's maximum health.	1
A4	Health Boost 2	Increases Jasmine's maximum health.	2
A3	Health Boost 3	Increases Jasmine's maximum health.	4
C5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
A5	Jumping Free–Level 1	Unlocks Jasmine's Super Jump ability. (Hold jump button.)	3
B6	Jumping Free–Level 1	Increases the strength of Jasmine's Super Jump ability. (Hold jump button.)	6
D5	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E1	Princess Power	When performing a Block Breaker Combo, release the attack button, then tap the attack button to perform a powerful attack that sends an opponent away. Requires skilled timing.	4
C6	Ranged Attack Upgrade 1	Increases the damage of Jasmine's whirlwind attacks. (Tap ranged attack button.)	2
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
D2	Royal Decree	A three-hit attack (hold attack button) that breaks opponent's blocks and sends them flying. Can be ended early.	3
B4	Running Away–Level 1	Increases Jasmine's running speed.	1
B2	Running Away–Level 2	Increases Jasmine's running speed.	3
D6	Shooting the Breeze	Charges Jasmine's whirlwind (hold ranged attack button) into a larger tornado that sends enemies flying.	2
F4	Special Move Bonus 1	Increases the damage caused by Jasmine's Windstorm. (Press special move button.)	2
F5	Special Move Bonus 2	Increases the damage caused by Jasmine's Windstorm. (Press special move button.)	4
G5	Special Move Mega Bonus	Increases the damage caused by Jasmine's Windstorm. (Press special move button.)	6
G4	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G3	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
E5	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
E2	Street Mouse	Adds an additional attack to Jasmine's ground combo attack. (Tap attack button.)	4
D3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the damage of Jasmine's combo attack. (Tap attack button.)	5
A6	Super Health Boost	Increases Jasmine's maximum health.	6
B3	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
A2	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
E7	Ultra Ranged Attack Upgrade	Increases the damage of Jasmine's whirlwind attacks. (Tap ranged attack button.)	4
C7	Wind Whipped	Increases the amount of time that enemies remain stunned after being hit by Jasmine's whirlwinds. (Hold ranged attack button.)	5
E6	Winds of Agrabah–Level 1	Decreases the time it takes to charge Jasmine's whirlwind. (Hold ranged attack button.)	4
D7	Winds of Agrabah–Level 2	Decreases the time it takes to charge Jasmine's whirlwind. (Hold ranged attack button.)	6
E4	Windstorm	Jasmine's Special Move. (Tap the special move button.) Summons a magic carpet that swirls around Jasmine, levitating enemies and tossing them aside.	2



Disney Infinity 1.0

Monsters University

SULLEY

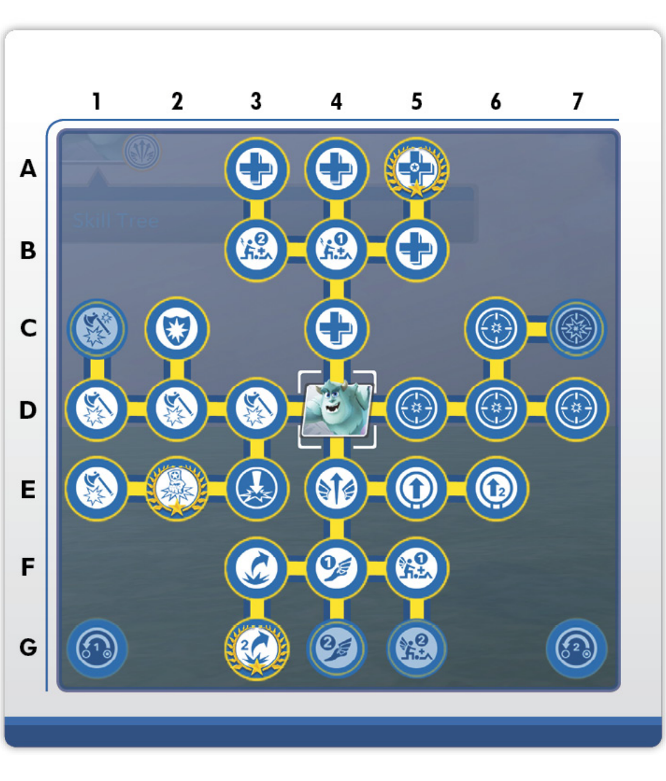
SULLEY

The big monster on campus—he's ready to scare up some fun.

Special Abilities

- Monster Roar

SKILL TREE



Sulley Skills

	Skill	Description	Cost
F3	Creepy Leap	Hold jump button to perform a Super Jump.	3
G3	Creepy Leap Upgrade	Increases the power of Sulley's Super Jump. (Hold jump button.)	5
D3	Damage Increase 1	Increases the damage of Sulley's shoulder charge attack and any Tool he uses. (Tap attack button.)	1
D2	Damage Increase 2	Increases the damage of Sulley's shoulder charge attack and any Tool he uses. (Tap attack button.)	2
D1	Damage Increase 3	Increases the damage of Sulley's shoulder charge attack and any Tool he uses. (Tap attack button.)	3
E1	Damage Increase 4	Increases the damage of Sulley's shoulder charge attack and any Tool he uses. (Tap attack button.)	5
C4	Health Boost 1	Increases Sulley's maximum health.	1
A4	Health Boost 2	Increases Sulley's maximum health.	3
A3	Health Boost 3	Increases Sulley's maximum health.	4
B5	Health Boost 4	Increases Sulley's maximum health.	5
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B3	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
E5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E6	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage caused by Sulley's Roar attack and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage caused by Sulley's Roar attack and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage caused by Sulley's Roar attack and any equipped Tools. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 4	Increases the damage caused by Sulley's Roar attack and any equipped Tools. (Tap ranged attack button.)	5
C2	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E2	Scary Smash	Increases the damage and area of effect by Sulley's Air Assault. (Tap the jump button, then tap the attack button.)	3
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the damage of Sulley's shoulder charge attack and any Tool he uses. (Tap attack button.)	6
A5	Super Health Boost	Increases Sulley's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
F4	Turbo Terror–Level 1	Increases the character's running speed.	1
G4	Turbo Terror–Level 2	Increases the character's running speed.	3
C7	Ultra Ranged Attack Upgrade	Increases the damage caused by Sulley's Roar attack and any equipped Tools. (Tap ranged attack button.)	6

MIKE

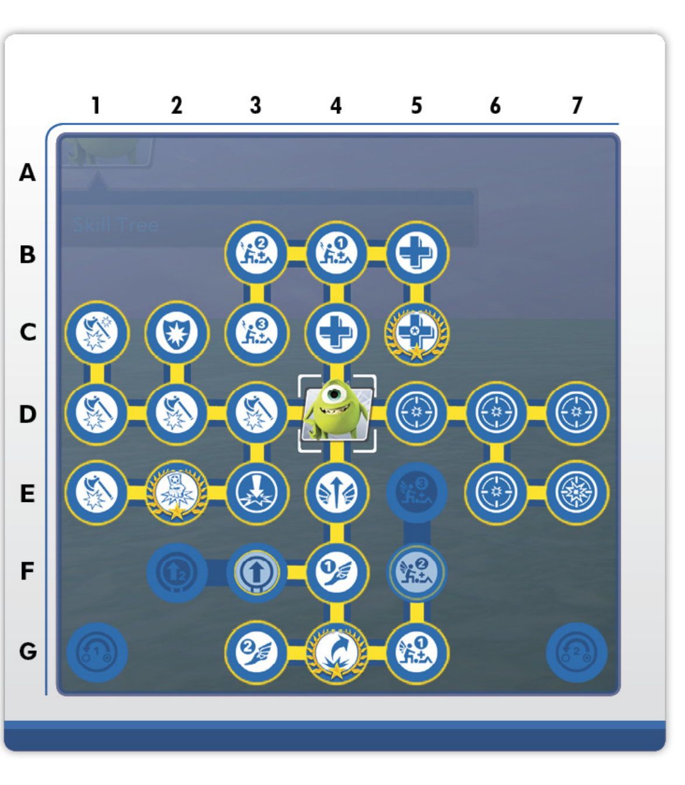
MIKE

He may be small, but he's the guy to keep an eye on.

Special Abilities

- Monster Roar

SKILL TREE



Mike Skills

	Skill	Description	Cost
G4	Creepy Leap	Hold jump button to perform a Super Jump.	4
D3	Damage Increase 1	Increases the destructive power of Mike's shoulder charge attack and any Packs he uses. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Mike's shoulder charge attack and any Packs he uses. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Mike's shoulder charge attack and any Packs he uses. (Tap attack button.)	3
E1	Damage Increase 4	Increases the destructive power of Mike's shoulder charge attack and any Packs he uses. (Tap attack button.)	5
C4	Health Boost 1	Increases Mike's maximum health.	1
B5	Health Boost 2	Increases Mike's maximum health.	4
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B3	Helping Hand Upgrade 1	Decreases the amount of health needed to revive another character or sidekick.	4
C3	Helping Hand Upgrade 2	Decreases the amount of health needed to revive another character or sidekick.	6
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Mike's Roar attack and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Mike's Roar attack and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage of Mike's Roar attack and any equipped Tools. (Tap ranged attack button.)	3
E6	Ranged Attack Upgrade 4	Increases the damage of Mike's Roar attack and any equipped Tools. (Tap ranged attack button.)	5
C2	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E2	Scary Smash	Increases the damage and area of effect of Mike's Air Assault. (Tap the jump button, then tap the attack button.)	3
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Mike's shoulder charge attack and any Packs he uses. (Tap attack button.)	6
C5	Super Health Boost	Increases Mike's maximum health.	6
G5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F5	Team Player Upgrade 1	Decreases the amount of time it takes to revive another character or sidekick.	4
E5	Team Player Upgrade 2	Decreases the amount of time it takes to revive another character or sidekick.	6
F4	Turbo Terror–Level 1	Increases the character's running speed.	1
G3	Turbo Terror–Level 2	Increases the character's running speed.	3
E7	Ultra Ranged Attack Upgrade	Increases the damage of Mike's Roar attack and any equipped Tools. (Tap ranged attack button.)	6

RANDY

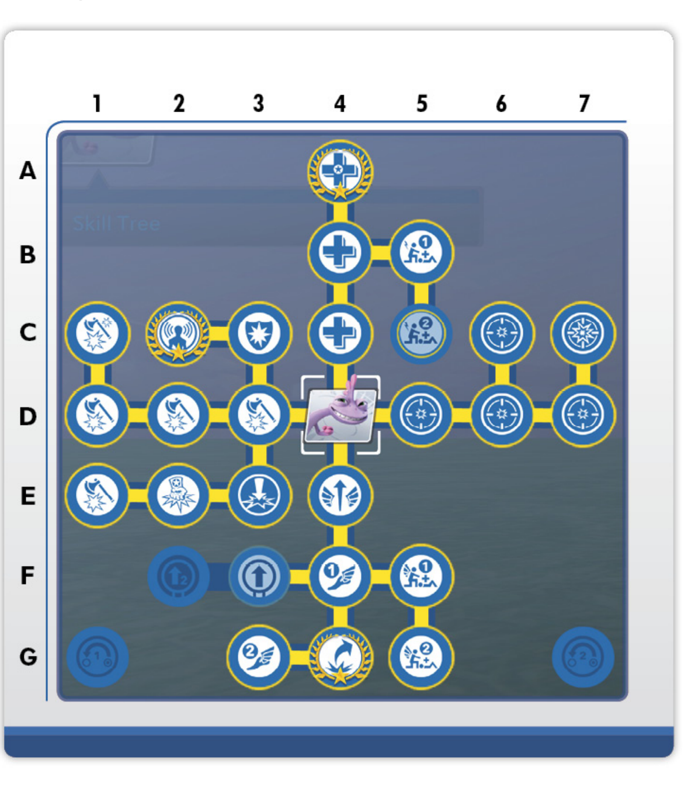
RANDY

He can blend in to any situation at a moment's notice.

Special Abilities

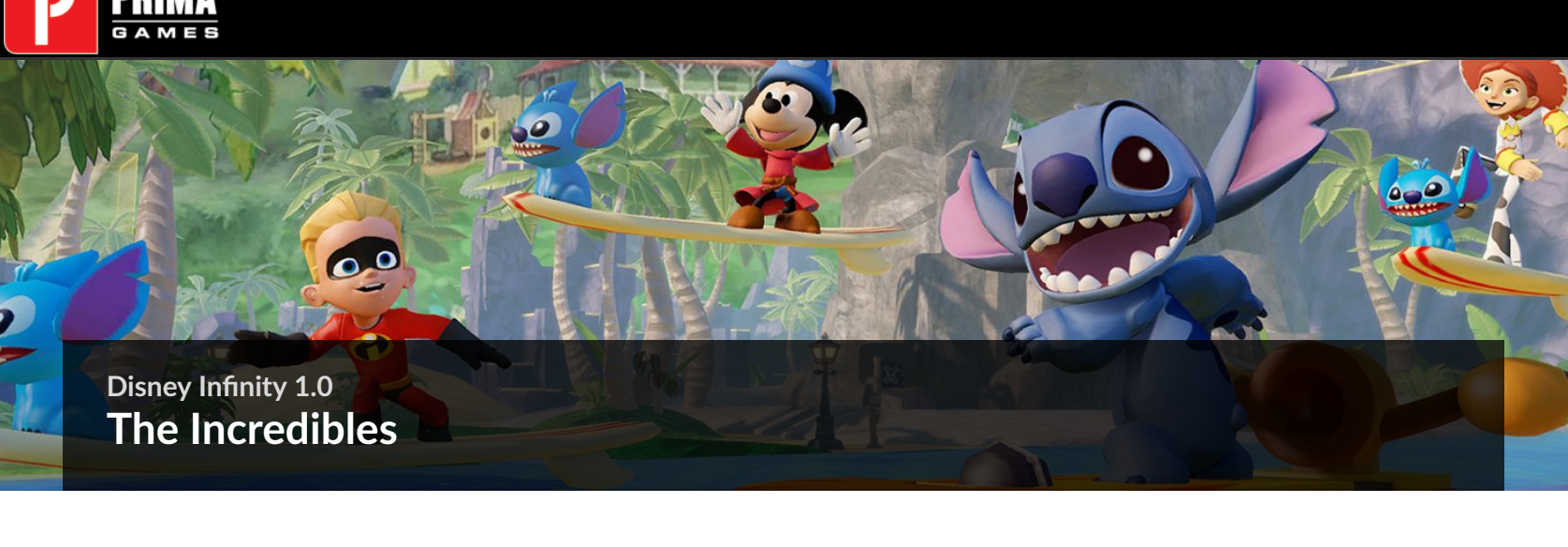
- Monster Roar

SKILL TREE



Randy Skills

	Skill	Description	Cost
G4	Creepy Leap	Hold the jump button to perform a Super Jump.	4
D3	Damage Increase 1	Increases the destructive power of Randy's shoulder charge attack and any Packs he uses. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Randy's shoulder charge attack and any Packs he uses. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Randy's shoulder charge attack and any Packs he uses. (Tap attack button.)	3
E1	Damage Increase 4	Increases the destructive power of Randy's shoulder charge attack and any Packs he uses. (Tap attack button.)	5
C4	Health Boost 1	Increases Randy's maximum health.	1
B4	Health Boost 2	Increases Randy's maximum health.	4
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
C5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Randy's Roar attack and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Randy's Roar attack and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage of Randy's Roar attack and any equipped Tools. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 4	Increases the damage of Randy's Roar attack and any equipped Tools. (Tap ranged attack button.)	5
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E2	Scary Smash	Increases the damage and area of effect of Randy's Air Assault. (Tap the jump button, then tap the attack button.)	3
C2	Slithering Sneak	Increases Randy's ability to sense and repel enemies. Increases alert time and reveals hidden items on the radar.	6
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Randy's shoulder charge attack and any Packs he uses. (Tap attack button.)	6
A4	Super Health Boost	Increases Randy's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
F4	Turbo Terror–Level 1	Increases the character's running speed.	1
G3	Turbo Terror–Level 2	Increases the character's running speed.	3
C7	Ultra Ranged Attack Upgrade	Increases the damage of Randy's Roar attack and any equipped Tools. (Tap ranged attack button.)	6



Disney Infinity 1.0

The Incredibles

MR. INCREDIBLE

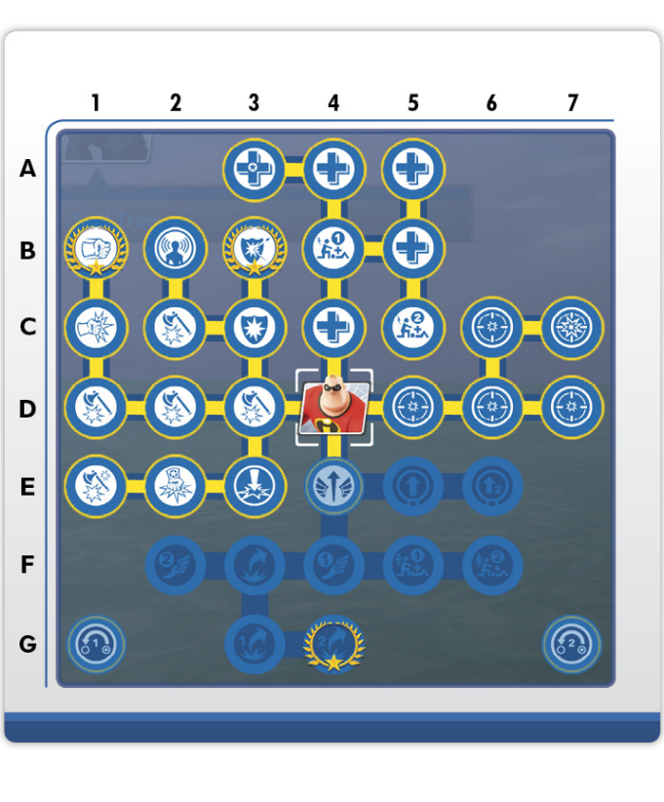
MR. INCREDIBLE

The strongest Super you'll ever meet! Whether putting out a fire or fighting Omnidroids, he's the hero for the job!

Special Abilities

- Super Ground Smash

SKILL TREE



Mr. Incredible Skills

	Skill	Description	Cost
B3	Back At Ya	While blocking (hold defend button while standing still), Mr. Incredible can ricochet certain ranged attacks.	4
C1	Block Breakin' Bob	A counterattack maneuver (hold attack button) that allows Mr. Incredible to break an opponent's block.	2
E2	Bob's Damage Upgrade	Increases the damage and area of effect of Mr. Incredible's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Damage Increase 1	Increases the destructive power of Mr. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Mr. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Mr. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	3
C2	Damage Increase 4	Increases the destructive power of Mr. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	4
C4	Health Boost 1	Increases Mr. Incredible's maximum health.	1
B5	Health Boost 2	Increases Mr. Incredible's maximum health.	2
A5	Health Boost 3	Increases Mr. Incredible's maximum health.	3
A4	Health Boost 4	Increases Mr. Incredible's maximum health.	4
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
C5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
B1	Incredible Attack	When performing a Block Breakin' Bob, release the attack button and then tap the attack button to perform a powerful attack that repels an opponent. Requires skilled timing.	4
B2	Incredible Intuition	Increases Mr. Incredible's ability to sense and repel enemies, and increases the alert time. Reveals hidden items on the radar.	6
F3	Incredible Leap	Hold the jump button to perform an Incredible Leap.	1
G3	Incredible Leap–Level 1	Increases the power of Mr. Incredible's Incredible Leap. (Hold jump button.)	3
G4	Incredible Leap–Level 2	Increases the power of Mr. Incredible's Incredible Leap. (Hold jump button.)	5
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
E5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E6	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Mr. Incredible's Super Ground Smash attacks and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Mr. Incredible's Super Ground Smash attacks and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage of Mr. Incredible's Super Ground Smash attacks and any equipped Tools. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 4	Increases the damage of Mr. Incredible's Super Ground Smash attacks and any equipped Tools. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Run Speed–Level 1	Increases Mr. Incredible's running speed.	1
F2	Run Speed–Level 2	Increases Mr. Incredible's running speed.	3
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increases the destructive power of Mr. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	6
A3	Super Health Boost	Increases Mr. Incredible's maximum health.	5
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F6	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
C7	Ultra Ranged Attack Upgrade	Increases the damage of Mr. Incredible's Super Ground Smash attacks and any equipped Tools. (Tap ranged attack button.)	6

MRS. INCREDIBLE

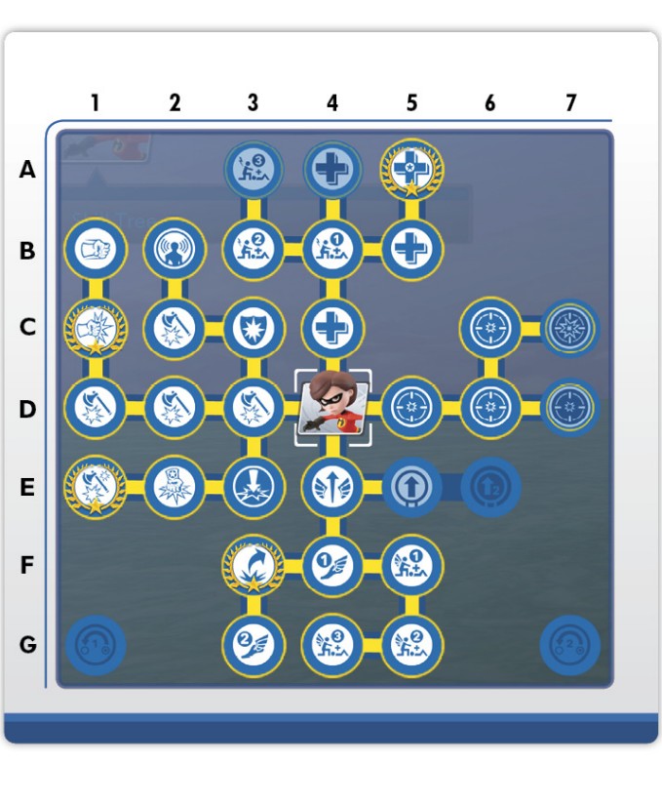
MRS. INCREDIBLE

She's agile and elastic, but don't let the good looks fool you—evil is no match for her!

Special Abilities

- Super Stretch Grab

SKILL TREE



Mrs. Incredible Skills

	Skill	Description	Cost
C1	Block Breaker	A counterattack maneuver (hold attack button) that allows Mrs. Incredible to break an opponent's block.	2
D3	Damage Increase 1	Increases the destructive power of Mrs. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Mrs. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Mrs. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	3
C2	Damage Increase 4	Increases the destructive power of Mrs. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	4
C4	Health Boost 1	Increases Mrs. Incredible's maximum health.	1
B5	Health Boost 2	Increases Mrs. Incredible's maximum health.	3
A4	Health Boost 3	Increases Mrs. Incredible's maximum health.	5
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B3	Helping Hand Upgrade 1	Decreases the amount of health needed to revive another character or sidekick.	4
A3	Helping Hand Upgrade 2	Decreases the amount of health needed to revive another character or sidekick.	6
E2	Incredible Destruction	Increases the damage and area of effect of Mrs. Incredible's Air Assault. (Tap the jump button, then tap the attack button.)	2
B2	Incredible Intuition	Increases Mrs. Incredible's ability to sense and repel enemies, and increases the alert time. Reveals hidden items on the radar.	5
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
E5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E6	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Mrs. Incredible's Super Stretch Grab attacks and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Mrs. Incredible's Super Stretch Grab attacks and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage of Mrs. Incredible's Super Stretch Grab attacks and any equipped Tools. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 4	Increases the damage of Mrs. Incredible's Super Stretch Grab attacks and any equipped Tools. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Run Speed–Level 1	Increases Mrs. Incredible's running speed.	1
G3	Run Speed–Level 2	Increases Mrs. Incredible's running speed.	3
B1	Snap Back	When performing a Block Breaker, release attack button and then tap attack button to perform a powerful attack that repels an opponent. Requires skilled timing.	4
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increases the destructive power of Mrs. Incredible's combo attacks and any equipped Packs. (Tap attack button.)	6
A5	Super Health Boost	Increases Mrs. Incredible's maximum health.	6
F3	Super Jump	Hold jump button to perform a Super Jump.	2
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade 1	Decreases the amount of time it takes to revive another character or sidekick.	4
G4	Team Player Upgrade 2	Decreases the amount of time it takes to revive another character or sidekick.	6
C7	Ultra Ranged Attack Upgrade	Increases the damage of Mrs. Incredible's Super Stretch Grab attacks and any equipped Tools. (Tap ranged attack button.)	6

VIOLET

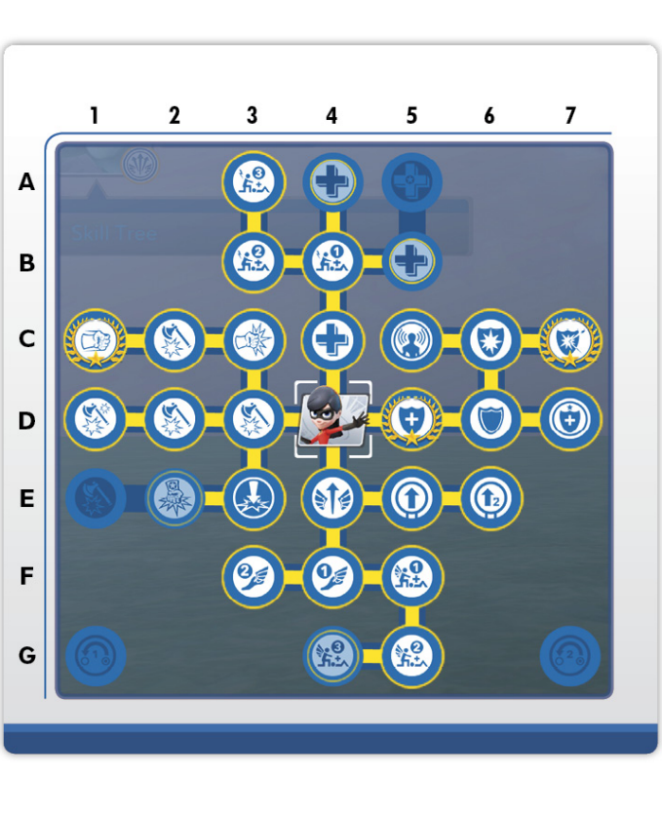
VIOLET

Here one moment and gone the next, she can turn invisible or generate massive force fields.

Special Abilities

- Force Field Shield

SKILL TREE



Violet Skills

	Skill	Description	Cost
E2	Air Assault Upgrade	Increases the damage and area of effect of Violet's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Damage Increase 1	Increases the destructive power of Violet's combo attacks and any equipped Packs. (Tap attack button.)	1
C2	Damage Increase 2	Increases the destructive power of Violet's combo attacks and any equipped Packs. (Tap attack button.)	2
D2	Damage Increase 3	Increases the destructive power of Violet's combo attacks and any equipped Packs. (Tap attack button.)	3
E1	Damage Increase 4	Increases the destructive power of Violet's combo attacks and any equipped Packs. (Tap attack button.)	4
C4	Health Boost 1	Increases Violet's maximum health.	1
A4	Health Boost 2	Increases Violet's maximum health.	3
B5	Health Boost 3	Increases Violet's maximum health.	5
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B3	Helping Hand Upgrade 1	Decreases the amount of health needed to revive another character or sidekick.	4
A3	Helping Hand Upgrade 2	Decreases the amount of health needed to revive another character or sidekick.	6
C5	Incredible Intuition	Increases Violet's ability to sense and repel enemies, and increases the alert time. Reveals hidden items on the radar.	6
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
E5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E6	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Regenerating Shields	Shields that must be depleted before Violet's health is affected. These shields regenerate over time.	1
C6	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C7	Ricochet	While blocking (hold defend button while standing still) Violet can ricochet certain ranged attacks.	5
F4	Run Speed–Level 1	Increases Violet's running speed.	1
F3	Run Speed–Level 2	Increases Violet's running speed.	3
D7	Shield Regeneration Upgrade	Increases the rate that the shields regenerate.	6
D6	Shield Surge	Increases the amount of damage the shield can stop.	3
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D1	Super Damage Increase	Increases the destructive power of Violet's combo attacks and any equipped Packs. (Tap attack button.)	6
A5	Super Health Boost	Increases Violet's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade 1	Decreases the amount of time it takes to revive another character or sidekick.	4
G4	Team Player Upgrade 2	Decreases the amount of time it takes to revive another character or sidekick.	6
C1	Violet Strike	When performing a Violet Victorious, release the attack button and then tap the attack button to perform a powerful attack that repels an opponent. Requires skilled timing.	4
C3	Violet Victorious	A counterattack maneuver (hold attack button) that allows Violet to break an opponent's block.	2

DASH

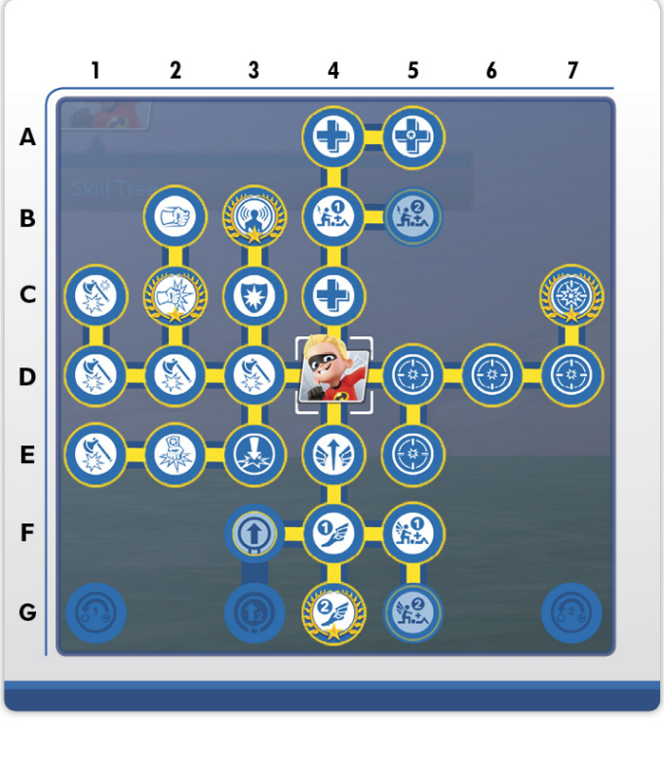
DASH

The fastest of the fast—he can hold his own in a fight and zip away in the blink of an eye!

Special Abilities

- Super Speed

SKILL TREE



Dash Skills

	Skill	Description	Cost
B2	Back Off!	When performing a Dash Attack, release the attack button and then tap the attack button to perform a powerful attack that repels an opponent. Requires skilled timing.	4
D3	Damage Increase 1	Increases the destructive power of Dash's combo attacks and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Dash's combo attacks and any equipped Packs. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Dash's combo attacks and any equipped Packs. (Tap attack button.)	4
E1	Damage Increase 4	Increases the destructive power of Dash's combo attacks and any equipped Packs. (Tap attack button.)	5
C2	Dash Attack	A counterattack maneuver (hold attack button) that allows Dash to break an opponent's block.	2
E2	Dash Damage	Increases the damage and area of effect of Dash's Air Assault. (Tap the jump button, then tap the attack button.)	3
C4	Health Boost 1	Increases Dash's maximum health.	1
A4	Health Boost 2	Increases Dash's maximum health.	4
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
F4	I am Dash–Level 1	Increases Dash's running speed.	1
G4	I am Dash–Level 2	Increases Dash's running speed.	3
B3	Incredible Intuition	Increases Dash's ability to sense and repel enemies, and increases the alert time. Reveals hidden items on the radar.	6
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
G3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Dash's Super Speed attacks and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Dash's Super Speed attacks and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage of Dash's Super Speed attacks and any equipped Tools. (Tap ranged attack button.)	3
E5	Ranged Attack Upgrade 4	Increases the damage of Dash's Super Speed attacks and any equipped Tools. (Tap ranged attack button.)	5
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Dash's combo attacks and any equipped Packs. (Tap attack button.)	6
A5	Super Health Boost	Increases Dash's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
C7	Ultra Ranged Attack Upgrade	Increases the damage of Dash's Super Speed attacks and any equipped Tools. (Tap ranged attack button.)	6

SYNDROME

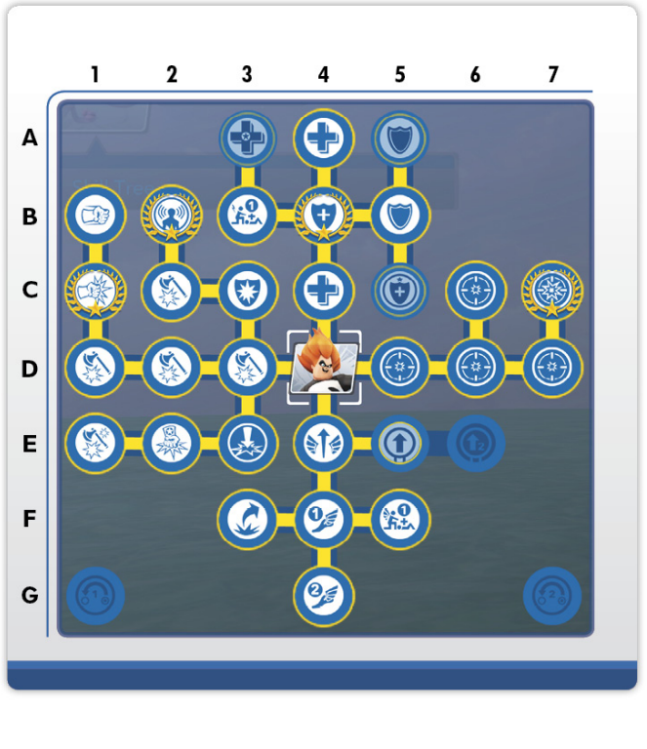
SYNDROME

His keen mind and technological know-how make him a force to be reckoned with.

Special Abilities

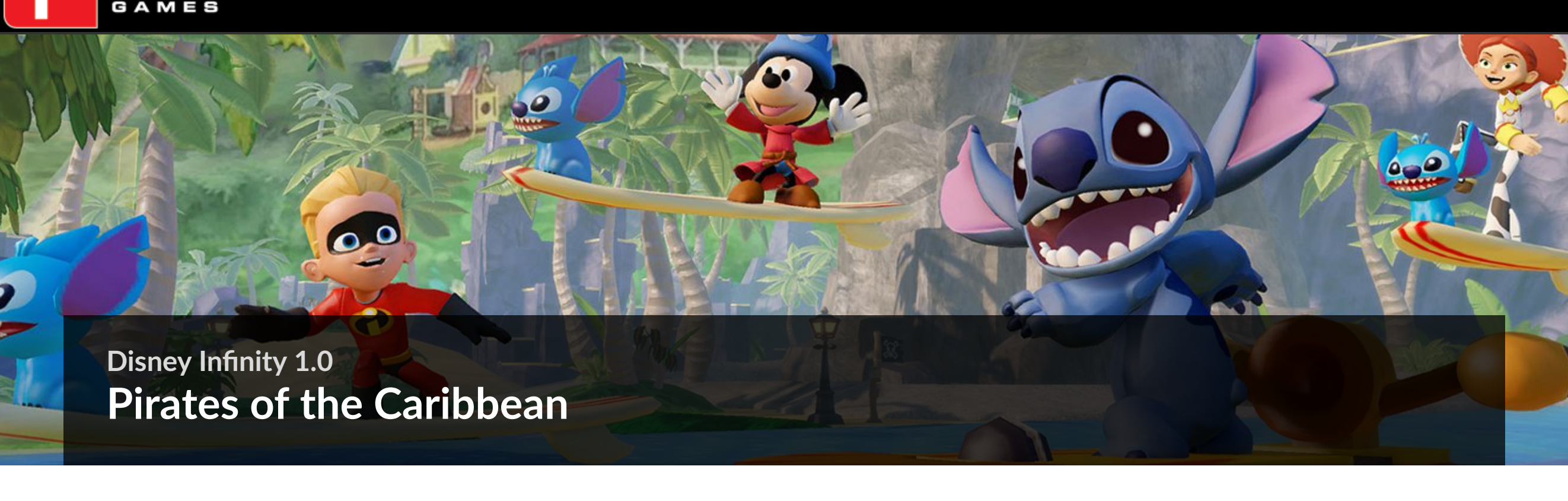
- Zero Point Energy Attack
- Tech
- Regenerate Health

SKILL TREE



Syndrome Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of Syndrome's combo attacks and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Syndrome's combo attacks and any equipped Packs. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Syndrome's combo attacks and any equipped Packs. (Tap attack button.)	3
C2	Damage Increase 4	Increases the destructive power of Syndrome's combo attacks and any equipped Packs. (Tap attack button.)	5
E2	Devious Damage	Increases the damage and area of effect of Syndrome's Air Assault. (Tap the jump button, then tap the attack button.)	3
C4	Health Boost 1	Increases Syndrome's maximum health.	1
A4	Health Boost 2	Increases Syndrome's maximum health.	3
B3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
F3	Higher Heights	Hold the jump button to perform a Super Jump.	3
C5	Impenetrable Upgrade	Increases the rate that the shields regenerate.	6
B2	Increased Intuition	Increases Syndrome's ability to sense and repel enemies, and increases the alert time. Reveals hidden items on the radar.	6
C1	IncrediBoy No More	A counterattack maneuver (hold attack button) that allows Syndrome to break an opponent's block.	2
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
B1	Power Attack	When performing an IncrediBoy No More, release the attack button then tap the attack button to perform a powerful attack that repels an opponent. Requires skilled timing.	4
E5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E6	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Syndrome's Zero Point Energy attacks and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Syndrome's Zero Point Energy attacks and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage of Syndrome's Zero Point Energy attacks and any equipped Tools. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 4	Increases the damage of Syndrome's Zero Point Energy attacks and any equipped Tools. (Tap ranged attack button.)	5
B4	Regenerating Shields	Shields that must be depleted before Syndrome's health is affected. These shields regenerate over time.	2
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Run Speed–Level 1	Increases Syndrome's running speed.	1
G4	Run Speed–Level 2	Increases Syndrome's running speed.	3
B5	Shield Surge 1	Increases the amount of damage the shield can stop.	4
A5	Shield Surge 2	Increases the amount of damage the shield can stop.	6
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increases the destructive power of Syndrome's combo attacks and any equipped Packs. (Tap attack button.)	6
A3	Super Health Boost	Increases Syndrome's maximum health.	5
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
C7	Ultra Ranged Attack Upgrade	Increases the damage of Syndrome's Zero Point Energy attacks and any equipped Tools. (Tap ranged attack button.)	6



Disney Infinity 1.0

Pirates of the Caribbean

JACK SPARROW

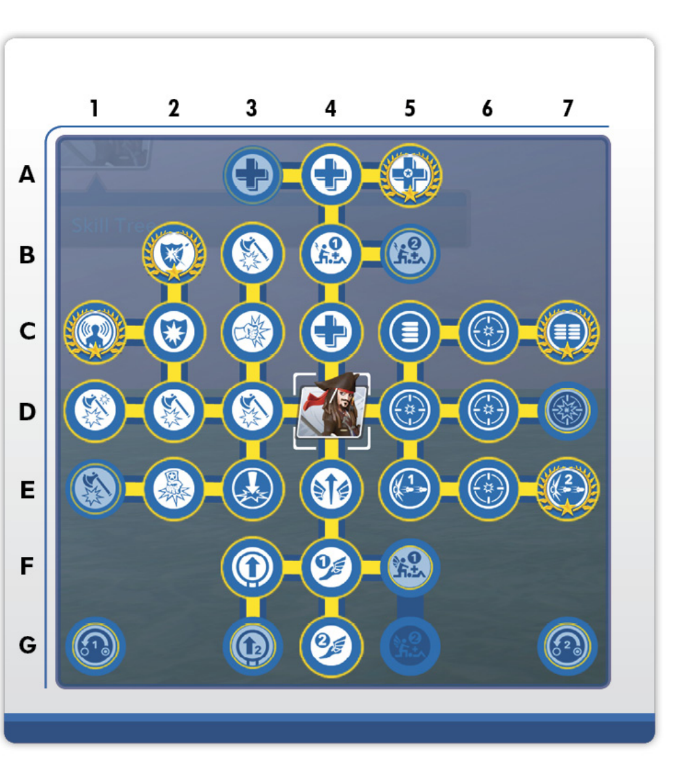
JACK SPARROW

The only thing sharper than his blade is his penchant for piracy!

Special Abilities

- Flintlock
- Sword

SKILL TREE



Jack Sparrow Skills

	Skill	Description	Cost
E2	Buccaneer Bash	Increases the damage and area of effect of Jack Sparrow's Air Assault. (Tap the jump button, then tap the attack button.)	2
C3	Charm and Disarm	A counterattack maneuver (hold attack button) that allows Jack Sparrow to break an opponent's block.	2
D3	Damage Increase 1	Increases the destructive power of Jack Sparrow's combo attacks and any Packs he uses. (Tap attack button.)	1
B3	Damage Increase 2	Increases the destructive power of Jack Sparrow's combo attacks and any Packs he uses. (Tap attack button.)	2
D2	Damage Increase 3	Increases the destructive power of Jack Sparrow's combo attacks and any Packs he uses. (Tap attack button.)	3
E1	Damage Increase 4	Increases the destructive power of Jack Sparrow's combo attacks and any Packs he uses. (Tap attack button.)	4
E5	Fire at Will–Level 1	Increases the rate of fire of Jack Sparrow's Flintlock and any equipped Tools. (Tap ranged attack button.)	3
E7	Fire at Will–Level 2	Increases the rate of fire of Jack Sparrow's Flintlock and any equipped Tools. (Tap ranged attack button.)	5
C4	Health Boost 1	Increases Jack Sparrow's maximum health.	1
A4	Health Boost 2	Increases Jack Sparrow's maximum health.	3
A3	Health Boost 3	Increases Jack Sparrow's maximum health.	5
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
C5	More Firepower–Level 1	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	2
C7	More Firepower–Level 2	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	4
B2	Parlay Away	While blocking (hold defend button while standing still) Jack Sparrow can ricochet certain ranged attacks.	5
C1	Pirate Code	Increases Jack Sparrow's ability to sense and repel enemies, and increases the alert time. Reveals hidden items on the radar.	6
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
G3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Jack Sparrow's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the damage of Jack Sparrow's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	2
D6	Ranged Attack Upgrade 3	Increases the damage of Jack Sparrow's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	3
E6	Ranged Attack Upgrade 4	Increases the damage of Jack Sparrow's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	4
C2	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Sea Legs–Level 1	Increases Jack Sparrow's running speed.	1
G4	Sea Legs–Level 2	Increases Jack Sparrow's running speed.	3
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D1	Super Damage Increase	Increases the destructive power of Jack Sparrow's combo attacks and any Packs he uses. (Tap attack button.)	6
A5	Super Health Boost	Increases Jack Sparrow's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D7	Ultra Ranged Attack Upgrade	Increases the damage of Jack Sparrow's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	6

HECTOR BARBOSSA

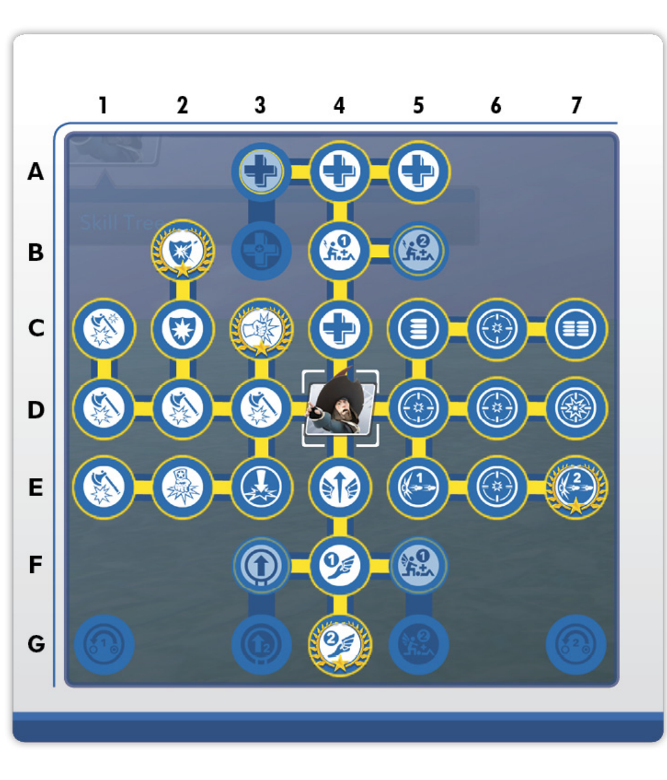
HECTOR BARBOSSA

A pirate captain who has set a course for fame and fortune. His sword be swift, and his aim be true!

Special Abilities

- Flintlock
- Sword

SKILL TREE



Hector Barbossa Skills

	Skill	Description	Cost
F4	Anchors Aweigh–Level 1	Increases Barbossa's running speed.	1
G4	Anchors Aweigh–Level 2	Increases Barbossa's running speed.	3
E2	Buccaneer Bash	Increases the damage and area of effect of Barbossa's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Damage Increase 1	Increases the destructive power of Barbossa's combo attacks and any Packs he uses. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Barbossa's combo attacks and any Packs he uses. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Barbossa's combo attacks and any Packs he uses. (Tap attack button.)	3
E1	Damage Increase 4	Increases the destructive power of Barbossa's combo attacks and any Packs he uses. (Tap attack button.)	4
E5	Fire at Will–Level 1	Increases the rate of fire of Barbossa's Flintlock and any equipped Tools. (Tap ranged attack button.)	3
E7	Fire at Will–Level 2	Increases the rate of fire of Barbossa's Flintlock and any equipped Tools. (Tap ranged attack button.)	5
C4	Health Boost 1	Increases Barbossa's maximum health.	1
A4	Health Boost 2	Increases Barbossa's maximum health.	3
A3	Health Boost 3	Increases Barbossa's maximum health.	4
A5	Health Boost 4	Increases Barbossa's maximum health.	5
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
C5	More Firepower–Level 1	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	2
C7	More Firepower–Level 2	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	4
B2	Parlay Away	While blocking (hold defend button while standing still), Barbossa can ricochet certain ranged attacks.	5
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
G3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Barbossa's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the damage of Barbossa's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	2
D6	Ranged Attack Upgrade 3	Increases the damage of Barbossa's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	3
E6	Ranged Attack Upgrade 4	Increases the damage of Barbossa's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	4
C2	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Barbossa's combo attacks and any Packs he uses. (Tap attack button.)	6
B3	Super Health Boost	Increases Barbossa's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
C3	The Double-Crosser	A counterattack maneuver (hold attack button) that allows Barbossa to break an opponent's block.	2
D7	Ultra Ranged Attack Upgrade	Increases the damage of Barbossa's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	6

DAVY JONES

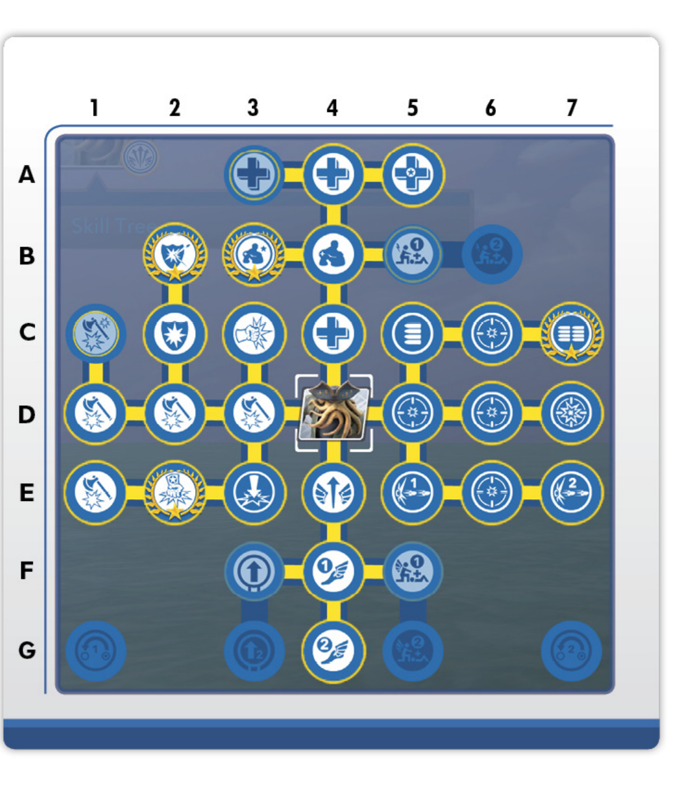
DAVY JONES

The fierce captain of the most terrifying Flying Dutchman. Cursed be those who dare stand in his way!

Special Abilities

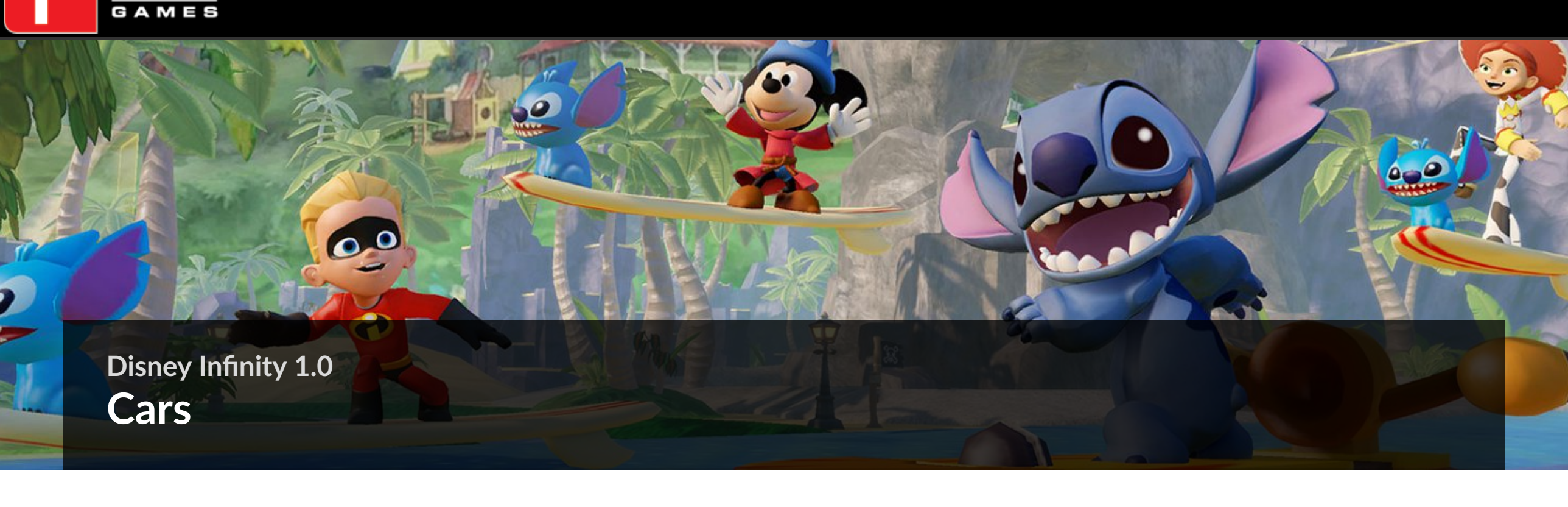
- Flintlock
- Sword

SKILL TREE



Davy Jones Skills

	Skill	Description	Cost
E2	Buccaneer Bash	Increases the damage and area of effect of Davy Jones's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Damage Increase 1	Increases the destructive power of Davy Jones's combo attacks and any Packs he uses. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Davy Jones's combo attacks and any Packs he uses. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Davy Jones's combo attacks and any Packs he uses. (Tap attack button.)	3
E1	Damage Increase 4	Increases the destructive power of Davy Jones's combo attacks and any Packs he uses. (Tap attack button.)	4
C3	Davy Jones' Blocker	A counterattack maneuver (hold attack button) that allows Davy Jones to break an opponent's block.	2
E5	Fire at Will–Level 1	Increases the rate of fire of Davy Jones's Flintlock and any equipped Tools. (Tap ranged attack button.)	3
E7	Fire at Will–Level 2	Increases the rate of fire of Davy Jones's Flintlock and any equipped Tools. (Tap ranged attack button.)	5
C4	Health Boost 1	Increases Davy Jones's maximum health.	1
A4	Health Boost 2	Increases Davy Jones's maximum health.	3
A3	Health Boost 3	Increases Davy Jones's maximum health.	4
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B6	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
C5	More Firepower–Level 1	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	2
C7	More Firepower–Level 2	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	4
B2	Parlay Away	While blocking (hold defend button while standing still), Davy Jones can ricochet certain ranged attacks.	5
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
G3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Davy Jones's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the damage of Davy Jones's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	2
D6	Ranged Attack Upgrade 3	Increases the damage of Davy Jones's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	3
E6	Ranged Attack Upgrade 4	Increases the damage of Davy Jones's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	4
C2	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Scuttlebutt Surge–Level 1	Increases Davy Jones's running speed.	1
G4	Scuttlebutt Surge–Level 2	Increases Davy Jones's running speed.	3
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Davy Jones's combo attacks and any Packs he uses. (Tap attack button.)	6
A5	Super Health Boost	Increases Davy Jones's maximum health.	5
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
B4	The Flying Dutchman's Power–Level 1	Allows Davy Jones to regenerate health over time.	3
B3	The Flying Dutchman's Power–Level 2	Maximizes the rate of Davy Jones' healing.	5
D7	Ultra Ranged Attack Upgrade	Increases the damage of Davy Jones's Flintlock attacks and any equipped Tools. (Tap ranged attack button.)	6



Disney Infinity 1.0

Cars

LIGHTNING MCQUEEN

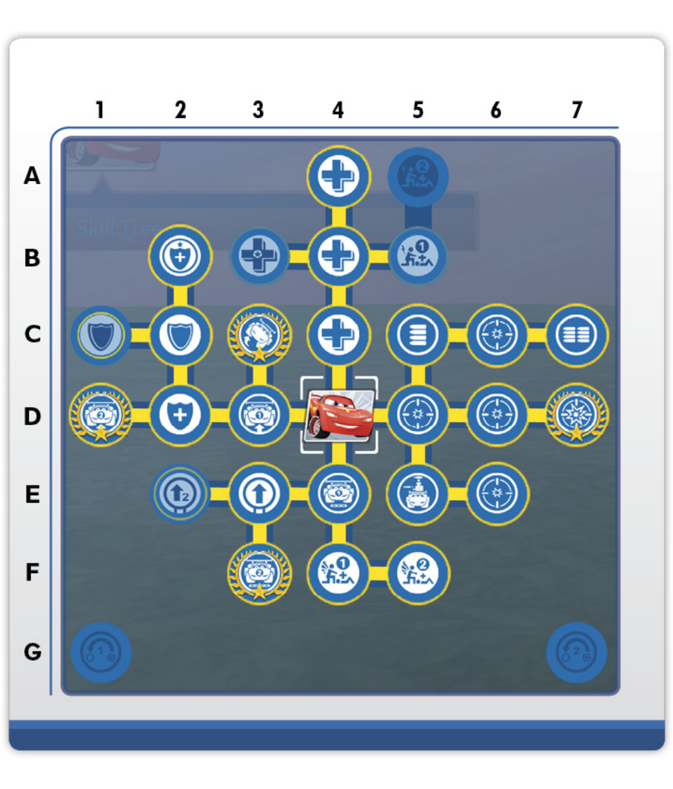
LIGHTNING MCQUEEN

This four-time Piston Cup winner is revved and ready to race into action.

Special Abilities

- Load-Out Weapons
- Turbo

SKILL TREE



Lightning McQueen Skills

	Skill	Description	Cost
C5	Ammo Boost–Level 1	Increases the number of shots that can be fired (tap attack button) from the Machine Guns Load-Out before pausing to reload.	2
C7	Ammo Boost–Level 2	Increases the number of shots that can be fired (tap attack button) from the Machine Guns Load-Out before pausing to reload.	4
C4	Health Boost 1	Increases Lightning McQueen's maximum health.	1
B4	Health Boost 2	Increases Lightning McQueen's maximum health.	3
A4	Health Boost 3	Increases Lightning McQueen's maximum health.	5
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D3	High Jump–Level 1	Allows Lightning to jump higher. (Tap jump button.)	1
D1	High Jump–Level 2	Allows Lightning to jump higher. (Tap jump button.)	5
C3	Ka-Chow Factor	Increases the speed at which Lightning can perform his signature tricks.	3
E3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	3
D6	Ranged Attack Upgrade 3	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	4
E6	Ranged Attack Upgrade 4	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	5
B2	Regenerating Shield Upgrade	Increases the rate at which the shields regenerate.	6
D2	Regenerating Shields	Shields that must be depleted before Lightning's health is affected. They regenerate over time.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C2	Shield Surge 1	Increases the amount of damage the shield can stop.	5
C1	Shield Surge 2	Increases the amount of damage the shield can stop.	6
B3	Super Health Boost	Increases Lightning McQueen's maximum health.	6
F4	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
E5	Tire Fire	Increases the rate of fire of any equipped Load-Outs. (Tap attack button.)	3
E4	Turbo Boost–Level 1	Increases the rate at which the turbo meter fills.	1
F3	Turbo Boost–Level 2	Increases the rate at which the turbo meter fills.	5
D7	Ultra Ranged Attack Upgrade	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	6

MATER

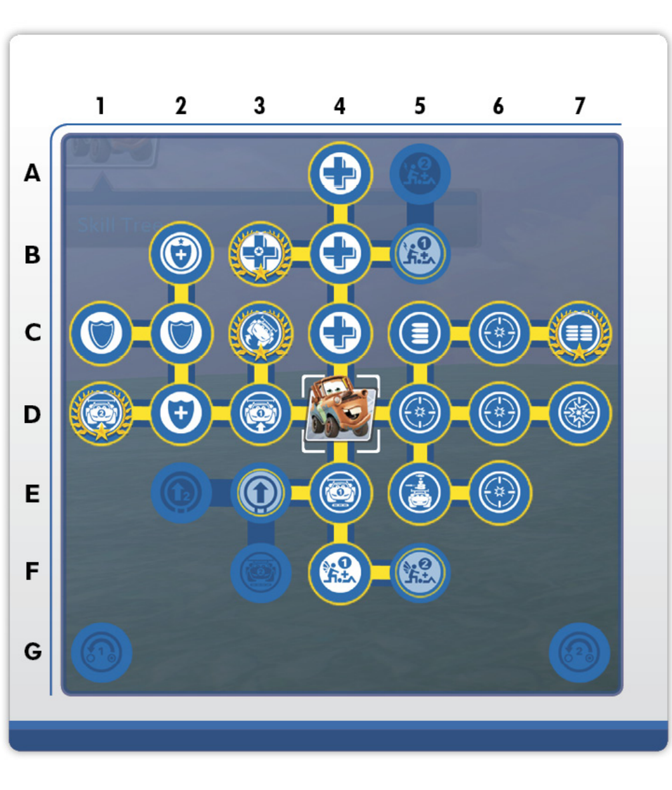
MATER

Radiator Springs' resident tow truck. He's ready to roll and fixin' to get funky!

Special Abilities

- Load-Out Weapons
- Turbo

SKILL TREE



Mater Skills

	Skill	Description	Cost
C5	Ammo Boost–Level 1	Increases the number of shots that can be fired (tap attack button) from the Machine Guns Load-Out before pausing to reload.	2
C7	Ammo Boost–Level 2	Increases the number of shots that can be fired (tap attack button) from the Machine Guns Load-Out before pausing to reload.	4
C3	Dad Gum Drivin'	Increases the speed at which Mater can perform his signature tricks.	3
C4	Health Boost 1	Increases Mater's maximum health.	1
B4	Health Boost 2	Increases Mater's maximum health.	3
A4	Health Boost 3	Increases Mater's maximum health.	5
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D3	High Jump–Level 1	Allows Mater to jump higher. (Tap jump button.)	1
D1	High Jump–Level 2	Allows Mater to jump higher. (Tap jump button.)	5
E3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	3
D6	Ranged Attack Upgrade 3	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	4
E6	Ranged Attack Upgrade 4	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	5
B2	Regenerating Shield Upgrade	Increases the rate at which the shields regenerate.	6
D2	Regenerating Shields	Shields that must be depleted before Mater's health is affected. They regenerate over time.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C2	Shield Surge 1	Increases the amount of damage the shield can stop.	5
C1	Shield Surge 2	Increases the amount of damage the shield can stop.	6
B3	Super Health Boost	Increases Mater's maximum health.	6
F4	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
E5	Tire Fire	Increases the rate of fire of any equipped Load-Outs. (Tap attack button.)	3
E4	Turbo Boost–Level 1	Increases the rate at which the turbo meter fills.	1
F3	Turbo Boost–Level 2	Increases the rate at which the turbo meter fills.	5
D7	Ultra Ranged Attack Upgrade	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	6

HOLLEY SHIFTWELL

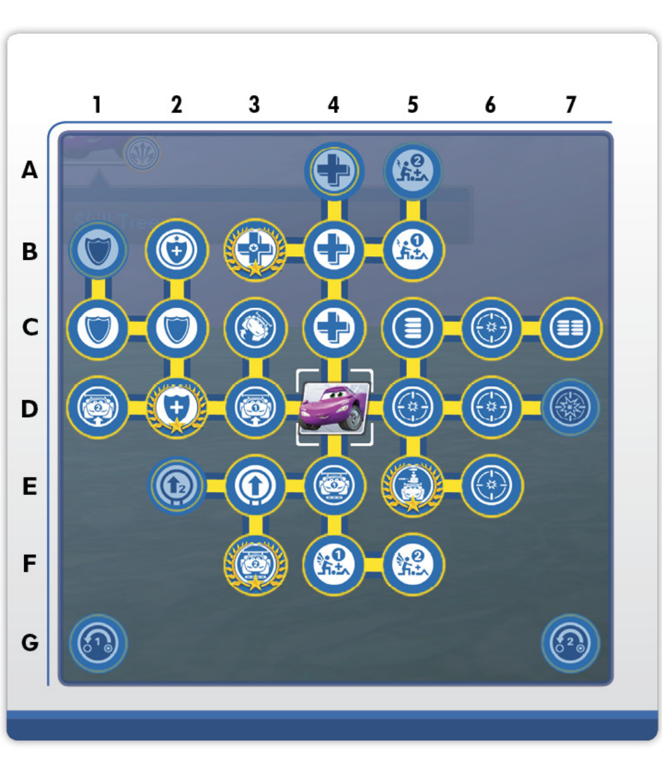
HOLLEY SHIFTWELL

You can count on this secret agent to steer you clear of danger!

Special Abilities

- Load-Out Weapons
- Turbo

SKILL TREE



Holley Shiftwell Skills

	Skill	Description	Cost
C5	Ammo Boost–Level 1	Increases the number of shots that can be fired (tap attack button) from the Machine Guns Load-Out before pausing to reload.	2
C7	Ammo Boost–Level 2	Increases the number of shots that can be fired (tap attack button) from the Machine Guns Load-Out before pausing to reload.	4
C4	Health Boost 1	Increases Holley Shiftwell's maximum health.	1
B4	Health Boost 2	Increases Holley Shiftwell's maximum health.	3
A4	Health Boost 3	Increases Holley Shiftwell's maximum health.	4
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D3	High Jump–Level 1	Allows Holley to jump higher. (Tap jump button.)	1
D1	High Jump–Level 2	Allows Holley to jump higher. (Tap jump button.)	5
E3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	3
D6	Ranged Attack Upgrade 3	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	4
E6	Ranged Attack Upgrade 4	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	5
B2	Regenerating Shield Upgrade	Increases the rate at which the shields regenerate.	6
D2	Regenerating Shields	Shields that must be depleted before Holley's health is affected. They regenerate over time.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C2	Shield Surge 1	Increases the amount of damage the shield can stop.	4
C1	Shield Surge 2	Increases the amount of damage the shield can stop.	5
B1	Shield Surge 3	Increases the amount of damage the shield can stop.	6
C3	Special Agent Maneuvers	Increases the speed at which Holley can perform her signature tricks.	3
B3	Super Health Boost	Increases Holley Shiftwell's maximum health.	5
F4	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
E5	Tire Fire	Increases the rate of fire of any equipped Load-Outs. (Tap attack button.)	3
E4	Turbo Boost–Level 1	Increases the rate at which the turbo meter fills.	1
F3	Turbo Boost–Level 2	Increases the rate at which the turbo meter fills.	5
D7	Ultra Ranged Attack Upgrade	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	6

FRANCESCO BERNOULLI

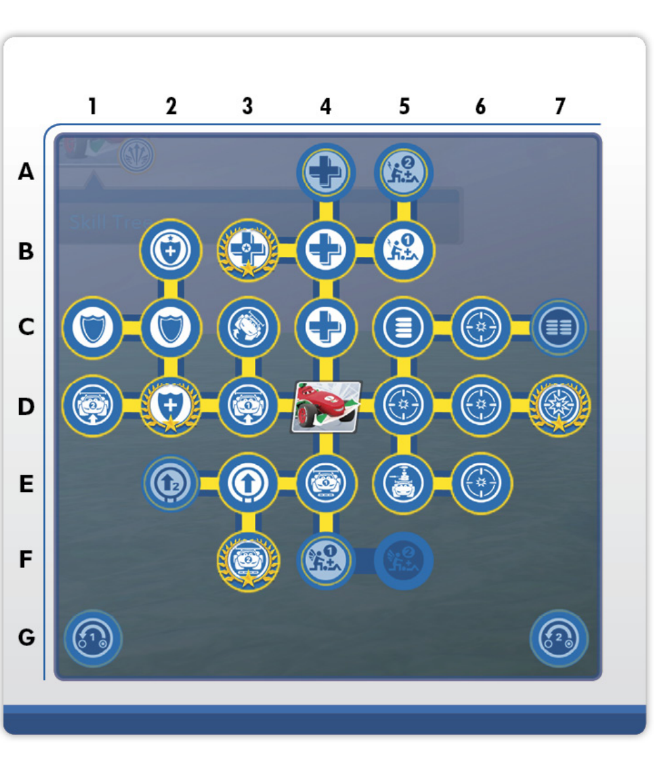
FRANCESCO BERNOULLI

No race car says "I'm number one!" like him. It's even painted on his hood!

Special Abilities

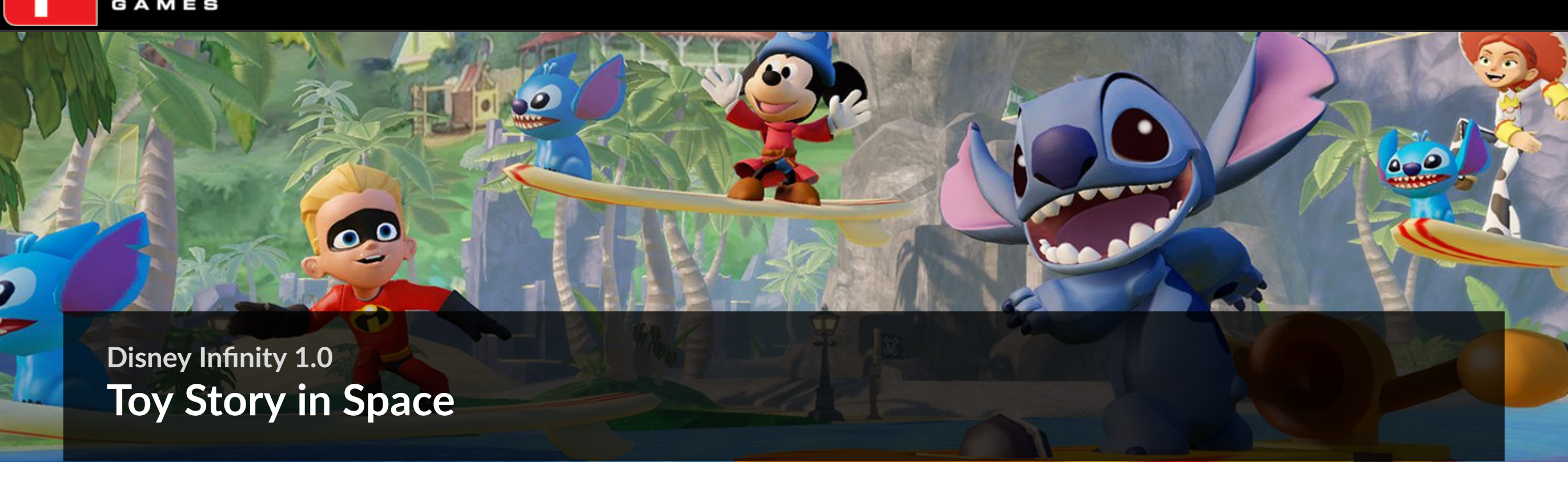
- Load-Out Weapons
- Turbo

SKILL TREE



Francesco Bernoulli Skills

	Skill	Description	Cost
C5	Ammo Boost–Level 1	Increases the number of shots that can be fired (tap attack button) from the Machine Guns Load-Out before pausing to reload.	2
C7	Ammo Boost–Level 2	Increases the number of shots that can be fired (tap attack button) from the Machine Guns Load-Out before pausing to reload.	4
C3	Bernoulli Blitz	Increases the speed at which Francesco can perform his signature tricks.	3
C4	Health Boost 1	Increases Francesco's maximum health.	1
B4	Health Boost 2	Increases Francesco's maximum health.	3
A4	Health Boost 3	Increases Francesco's maximum health.	5
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D3	High Jump–Level 1	Allows Francesco to jump higher. (Tap jump button.)	1
D1	High Jump–Level 2	Allows Francesco to jump higher. (Tap jump button.)	5
E3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	3
D6	Ranged Attack Upgrade 3	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	4
E6	Ranged Attack Upgrade 4	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	5
B2	Regenerating Shield Upgrade	Increases the rate at which the shields regenerate.	6
D2	Regenerating Shields	Shields that must be depleted before Francesco's health is affected. They regenerate over time.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C2	Shield Surge 1	Increases the amount of damage the shield can stop.	5
C1	Shield Surge 2	Increases the amount of damage the shield can stop.	6
B3	Super Health Boost	Increases Francesco's maximum health.	6
F4	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
E5	Tire Fire	Increases the rate of fire of any equipped Load-Outs. (Tap attack button.)	3
E4	Turbo Boost–Level 1	Increases the rate at which the turbo meter fills.	1
F3	Turbo Boost–Level 2	Increases the rate at which the turbo meter fills.	5
D7	Ultra Ranged Attack Upgrade	Increases the destructive power of any equipped Load-Out. (Tap attack button.)	6



Disney Infinity 1.0

Toy Story in Space

BUZZ LIGHTYEAR

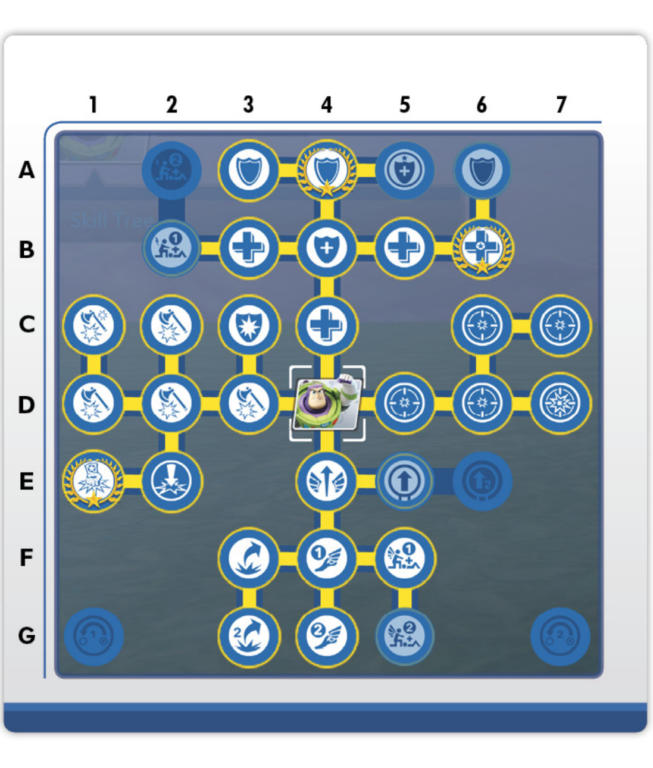
BUZZ LIGHTYEAR

Everyone's favorite Space Ranger...a true, galactic hero!

Special Abilities

- Pixar Ball

SKILL TREE



Buzz Lightyear Skills

	Skill	Description	Cost
E1	Buzz's Big Bang	Increases the damage and area of effect of Buzz's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Damage Increase 1	Increases the destructive power of Buzz's shoulder charge attacks and any Packs he uses. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Buzz's shoulder charge attacks and any Packs he uses. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Buzz's shoulder charge attacks and any Packs he uses. (Tap attack button.)	3
C2	Damage Increase 4	Increases the destructive power of Buzz's shoulder charge attacks and any Packs he uses. (Tap attack button.)	4
C4	Health Boost 1	Increases Buzz's maximum health.	1
B3	Health Boost 2	Increases Buzz's maximum health.	3
B5	Health Boost 3	Increases Buzz's maximum health.	4
B2	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A2	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
B4	Intergalactic Defense	Shields that must be depleted before Buzz's health is affected. These shields regenerate over time.	2
F4	Light Speed–Level 1	Increases Buzz's running speed.	1
G4	Light Speed–Level 2	Increases Buzz's running speed.	3
F3	Lunar Leap–Level 1	Hold the jump button to perform a Super Jump.	2
G3	Lunar Leap–Level 2	Increases the power of Buzz's Super Jump. (Hold jump button.)	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
E5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E6	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Buzz's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Buzz's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	2
C6	Ranged Attack Upgrade 3	Increases the damage of Buzz's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	3
C7	Ranged Attack Upgrade 4	Increases the damage of Buzz's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
A4	Shield Surge 1	Increases the amount of damage the shield can stop.	4
A3	Shield Surge 2	Increases the amount of damage the shield can stop.	5
A6	Shield Surge 3	Increases the amount of damage the shield can stop.	6
A5	Shields Up	Increases the rate that the shields regenerate.	6
E2	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Buzz's shoulder charge attacks and any Packs he uses. (Tap attack button.)	6
B6	Super Health Boost	Increases Buzz's maximum health.	5
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D7	Ultra Ranged Attack Upgrade	Increases the damage of Buzz's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	6

WOODY

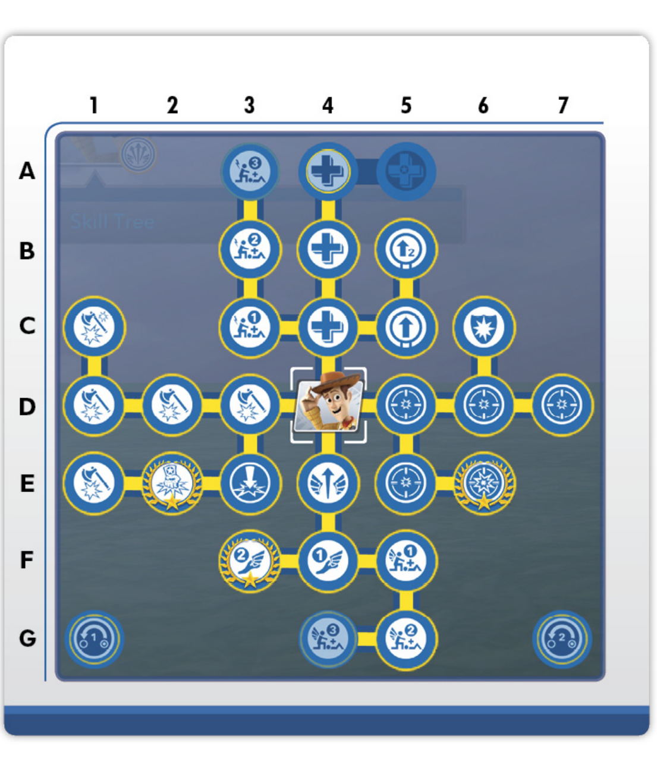
WOODY

Whether you're looking for a no-nonsense sheriff or a reliable pal, he's your man!

Special Abilities

- Pixar Ball

SKILL TREE



Woody Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of Woody's shoulder charge attacks and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Woody's shoulder charge attacks and any equipped Packs. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Woody's shoulder charge attacks and any equipped Packs. (Tap attack button.)	4
E1	Damage Increase 4	Increases the destructive power of Woody's shoulder charge attacks and any equipped Packs. (Tap attack button.)	5
C4	Health Boost 1	Increases Woody's maximum health.	1
B4	Health Boost 2	Increases Woody's maximum health.	3
A4	Health Boost 3	Increases Woody's maximum health.	5
C3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B3	Helping Hand Upgrade 1	Decreases the amount of health needed to revive another character or sidekick.	4
A3	Helping Hand Upgrade 2	Decreases the amount of health needed to revive another character or sidekick.	6
E2	Hit the Trail	Increases the damage and area of effect of Woody's Air Assault. (Tap the jump button, then tap the attack button.)	3
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
C5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
B5	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Woody's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Woody's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage of Woody's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	4
E5	Ranged Attack Upgrade 4	Increases the damage of Woody's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	5
C6	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Snakes In My Boots–Level 1	Increases Woody's running speed.	1
F3	Snakes In My Boots–Level 2	Increases Woody's running speed.	3
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Woody's shoulder charge attacks and any equipped Packs. (Tap attack button.)	6
A5	Super Health Boost	Increases Woody's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade 1	Decreases the amount of time it takes to revive another character or sidekick.	4
G4	Team Player Upgrade 2	Decreases the amount of time it takes to revive another character or sidekick.	6
E6	Ultra Ranged Attack Upgrade	Increases the damage of Woody's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	6

JESSIE

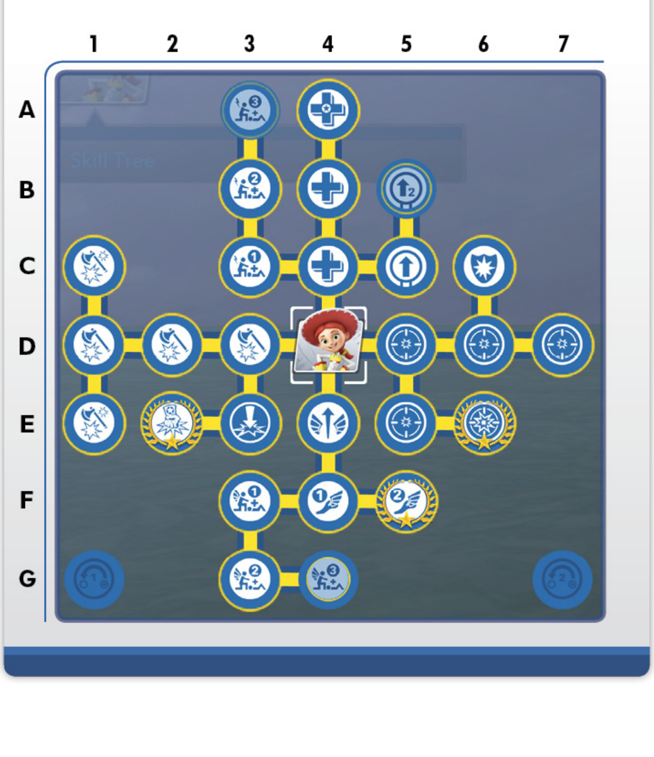
JESSIE

Straight from Woody's Roundup, she's a friend to folks and critters alike!

Special Abilities

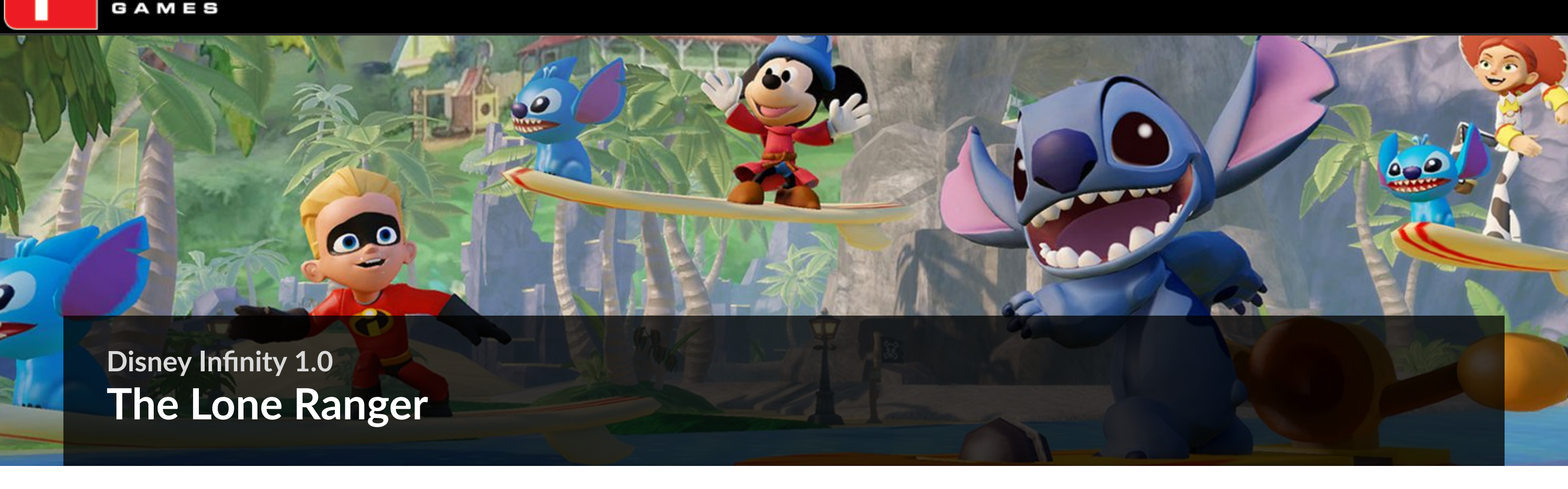
- Pixar Ball

SKILL TREE



Jessie Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of Jesse's shoulder charge attacks and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Jesse's shoulder charge attacks and any equipped Packs. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Jesse's shoulder charge attacks and any equipped Packs. (Tap attack button.)	4
C1	Damage Increase 4	Increases the destructive power of Jesse's shoulder charge attacks and any equipped Packs. (Tap attack button.)	5
C4	Health Boost 1	Increases Jesse's maximum health.	1
B4	Health Boost 2	Increases Jesse's maximum health.	3
C3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B3	Helping Hand Upgrade 1	Decreases the amount of health needed to revive another character or sidekick.	4
A3	Helping Hand Upgrade 2	Decreases the amount of health needed to revive another character or sidekick.	6
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
C5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
B5	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Jesse's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Jesse's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	2
E5	Ranged Attack Upgrade 3	Increases the damage of Jesse's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	4
D7	Ranged Attack Upgrade 4	Increases the damage of Jesse's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	5
C6	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Run Like the Wind–Level 1	Increases Jesse's running speed.	1
F5	Run Like the Wind–Level 2	Increases Jesse's running speed.	3
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increase the destructive power of Jesse's shoulder charge attacks and any equipped Packs. (Tap attack button.)	6
A4	Super Health Boost	Increases Jesse's maximum health.	6
F3	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G3	Team Player Upgrade 1	Decreases the amount of time it takes to revive another character or sidekick.	4
G4	Team Player Upgrade 2	Decreases the amount of time it takes to revive another character or sidekick.	6
E6	Ultra Ranged Attack Upgrade	Increases the damage of Jesse's Pixar Ball attacks and any equipped Tools. (Tap ranged attack button.)	6
E2	Yee-Haw!	Increases the damage and area of effect of Jesse's Air Assault. (Tap the jump button, then tap the attack button.)	3



THE LONE RANGER

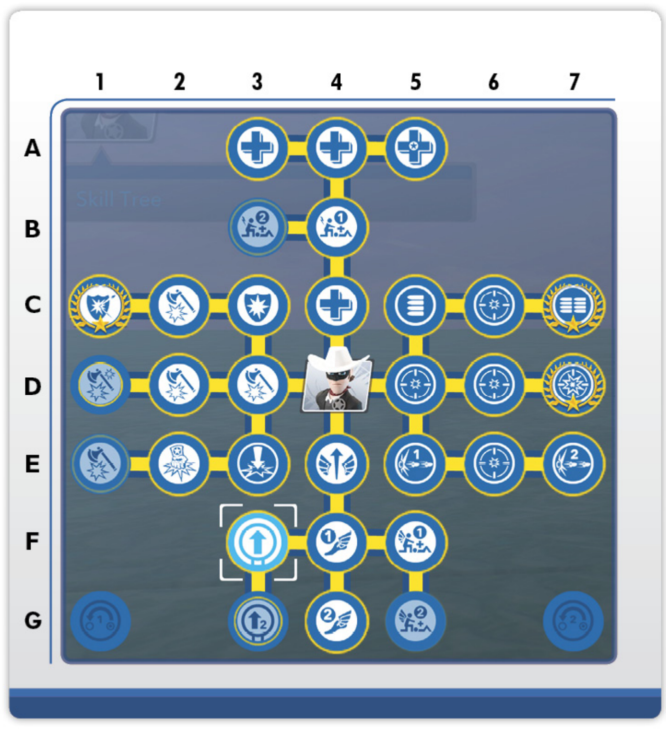
THE LONE RANGER

Masked man of the law and legendary defender of justice.

Special Abilities

- Six Shooter

SKILL TREE



The Lone Ranger Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of the Lone Ranger's charge attack and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of the Lone Ranger's charge attack and any equipped Packs. (Tap attack button.)	2
C2	Damage Increase 3	Increases the destructive power of the Lone Ranger's charge attack and any equipped Packs. (Tap attack button.)	3
E1	Damage Increase 4	Increases the destructive power of the Lone Ranger's charge attack and any equipped Packs. (Tap attack button.)	4
C1	Defendin' Justice	While blocking (hold defend button while standing still) the Lone Ranger can ricochet certain ranged attacks.	5
C4	Health Boost 1	Increases the Lone Ranger's maximum health.	1
A4	Health Boost 2	Increases the Lone Ranger's maximum health.	3
A3	Health Boost 3	Increases the Lone Ranger's maximum health.	5
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B3	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
G3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E2	Puttin' My Foot Down	Increases the damage and area of effect of the Lone Ranger's Air Assault. (Tap the jump button, then tap the attack button.)	3
D5	Ranged Attack Upgrade 1	Increases the damage of the Lone Ranger's Six Shooter attacks and any equipped Tools. (Tap ranged attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the damage of the Lone Ranger's Six Shooter attacks and any equipped Tools. (Tap ranged attack button.)	2
D6	Ranged Attack Upgrade 3	Increases the damage of the Lone Ranger's Six Shooter attacks and any equipped Tools. (Tap ranged attack button.)	3
E6	Ranged Attack Upgrade 4	Increases the damage of the Lone Ranger's Six Shooter attacks and any equipped Tools. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Runnin' Ranger–Level 1	Increases the Lone Ranger's running speed.	1
G4	Runnin' Ranger–Level 2	Increases the Lone Ranger's running speed.	3
E5	Speed Shootin'–Level 1	Increases the rate of fire of the Lone Ranger's Six Shooter and any equipped Tools. (Tap ranged attack button.)	3
E7	Speed Shootin'–Level 2	Increases the rate of fire of the Lone Ranger's Six Shooter and any equipped Tools. (Tap ranged attack button.)	5
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D1	Super Damage Increase	Increases the destructive power of the Lone Ranger's charge attack and any equipped Packs. (Tap attack button.)	6
A5	Super Health Boost	Increases the Lone Ranger's maximum health.	6
C5	Takin' Another Shot–Level 1	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	2
C7	Takin' Another Shot–Level 2	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	4
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D7	Ultra Ranged Attack Upgrade	Increases the damage of the Lone Ranger's Six Shooter attacks and any equipped Tools. (Tap ranged attack button.)	6

TONTO

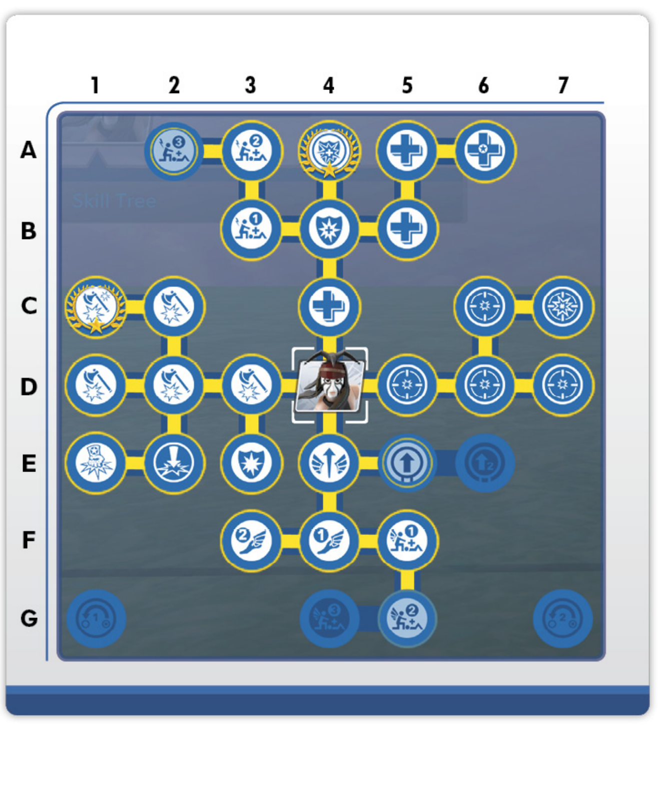
TONTO

A keenly perceptive warrior who's on a mission to right the wrongs of the past.

Special Abilities

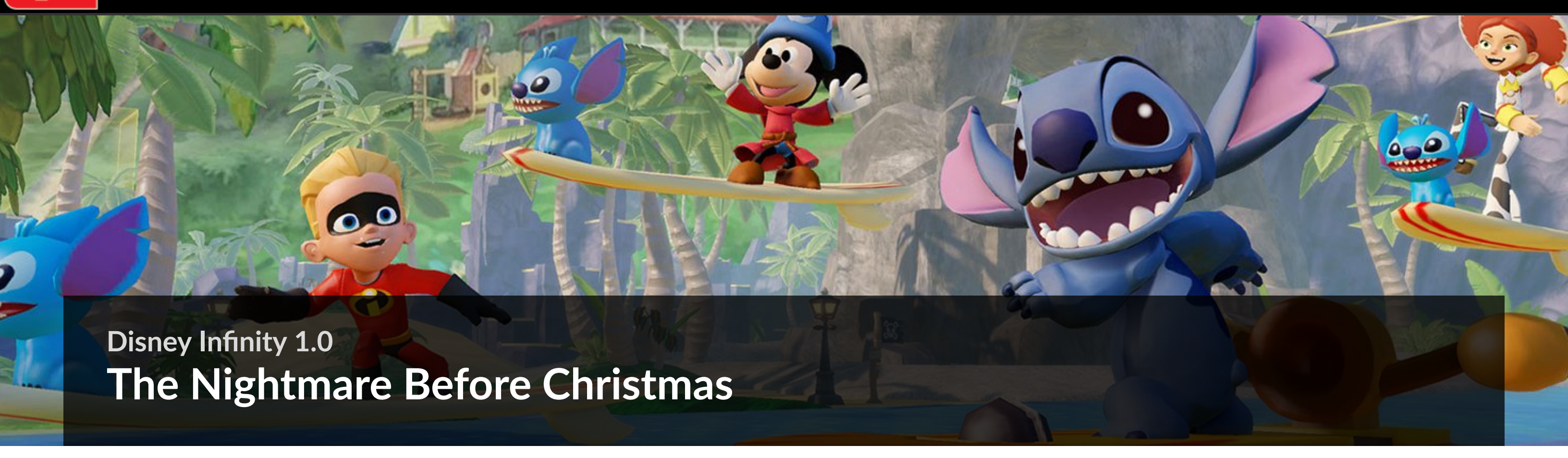
- Tomahawk

SKILL TREE



Tonto Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of Tonto's charge attack and any Packs he uses. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Tonto's charge attack and any Packs he uses. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Tonto's charge attack and any Packs he uses. (Tap attack button.)	3
C2	Damage Increase 4	Increases the destructive power of Tonto's charge attack and any Packs he uses. (Tap attack button.)	4
E1	Dropping In	Increases the damage and area of effect of Tonto's Air Assault. (Tap the jump button, then tap the attack button.)	3
B4	Getting Better 1	Allows Tonto to heal himself while blocking. (Hold defend button.)	3
A4	Getting Better 2	Allows Tonto to heal heroes around him while blocking. (Hold defend button.)	5
C4	Health Boost 1	Increases Tonto's maximum health.	1
B5	Health Boost 2	Increases Tonto's maximum health.	3
A5	Health Boost 3	Increases Tonto's maximum health.	5
B3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A3	Helping Hand Upgrade 1	Decreases the amount of health needed to revive another character or sidekick.	4
A2	Helping Hand Upgrade 2	Decreases the amount of health needed to revive another character or sidekick.	6
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F4	One the Run–Level 1	Increases Tonto's running speed.	1
F3	One the Run–Level 2	Increases Tonto's running speed.	3
E5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E6	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Tonto's Tomahawk attack and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Tonto's Tomahawk attack and any equipped Tools. (Tap ranged attack button.)	2
D7	Ranged Attack Upgrade 3	Increases the damage of Tonto's Tomahawk attack and any equipped Tools. (Tap ranged attack button)	3
C6	Ranged Attack Upgrade 4	Increases the damage of Tonto's Tomahawk attack and any equipped Tools. (Tap ranged attack button.)	4
E3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E2	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Tonto's charge attack and any Packs he uses. (Tap attack button.)	6
A6	Super Health Boost	Increases Tonto's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade 1	Decreases the amount of time it takes to revive another character or sidekick.	4
G4	Team Player Upgrade 2	Decreases the amount of time it takes to revive another character or sidekick.	6
C7	Ultra Ranged Attack Upgrade	Increases the damage of Tonto's Tomahawk attack and any equipped Tools. (Tap ranged attack button.)	6



JACK SKELLINGTON

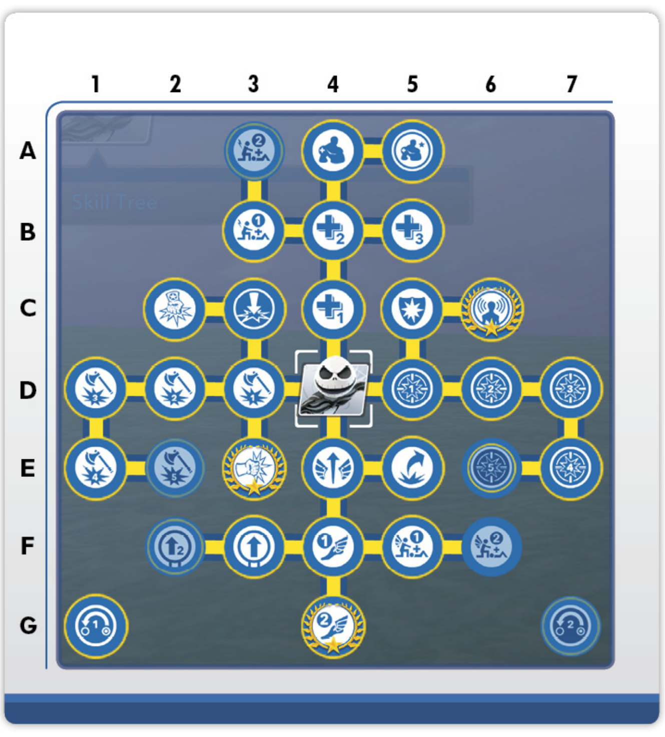
JACK SKELLINGTON

Direct from Halloween Town, it's the one and only Pumpkin King!

Special Abilities

- Halloween Town Jack-O-Lanterns

SKILL TREE



Jack Skellington Skills

	Skill	Description	Cost
E3	A Good Scare	A counterattack maneuver (hold attack button) that allows a character to break an opponent's block.	2
D3	Damage Increase 1	Increases the destructive power of Jack's combo attacks. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Jack's combo attacks. (Tap attack button.)	3
D1	Damage Increase 3	Increases the destructive power of Jack's combo attacks. (Tap attack button.)	4
E1	Damage Increase 4	Increases the destructive power of Jack's combo attacks. (Tap attack button.)	5
F4	Frighteningly Fast–Level 1	Increases Jack's running speed.	1
G4	Frighteningly Fast–Level 2	Increases Jack's running speed.	3
C4	Health Boost 1	Increases Jack's maximum health.	1
B4	Health Boost 2	Increases Jack's maximum health.	3
A4	Healthy Bones–Level 1	Allows Jack to regenerate health over time.	5
A5	Healthy Bones–Level 2	Maximizes the rate of Jack's healing.	6
B3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A3	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E5	Jumping Jack	Hold the jump button to perform a Super Jump.	3
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Jack's Halloween Town Jack-O-Lanterns attacks. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Jack's Halloween Town Jack-O-Lanterns attacks. (Tap ranged attack button.)	3
D7	Ranged Attack Upgrade 3	Increases the damage of Jack's Halloween Town Jack-O-Lanterns attacks. (Tap ranged attack button.)	4
E7	Ranged Attack Upgrade 4	Increases the damage of Jack's Halloween Town Jack-O-Lanterns attacks. (Tap ranged attack button.)	5
C5	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Respender 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Respender 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C2	Skellington Skirmish	Increases the power and range of Jack's Air Assault. (Tap the jump button, then tap the attack button.)	3
C6	Spook Sense	Increases Jack's ability to sense and repel enemies, and increases the alert time. Reveals hidden items on the radar.	5
C3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E2	Super Damage Increase	Increases the destructive power of Jack's combo attacks. (Tap attack button.)	6
B5	Super Health Boost	Increases Jack's maximum health.	5
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F6	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
E6	Ultra Ranged Attack Upgrade	Increases the damage of Jack's Halloween Town Jack-O-Lanterns attacks. (Tap ranged attack button.)	6

RAPUNZEL

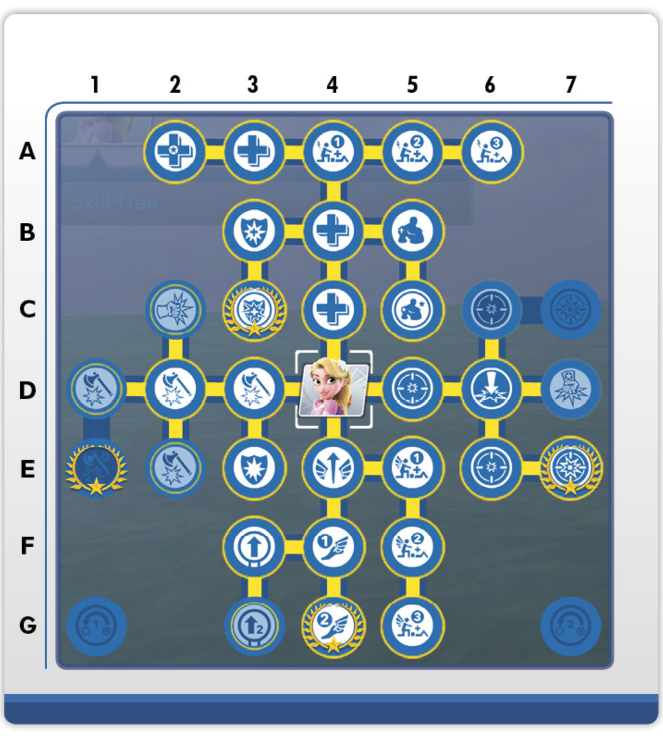
RAPUNZEL

This princess has seen the light and left her tower in search of adventure!

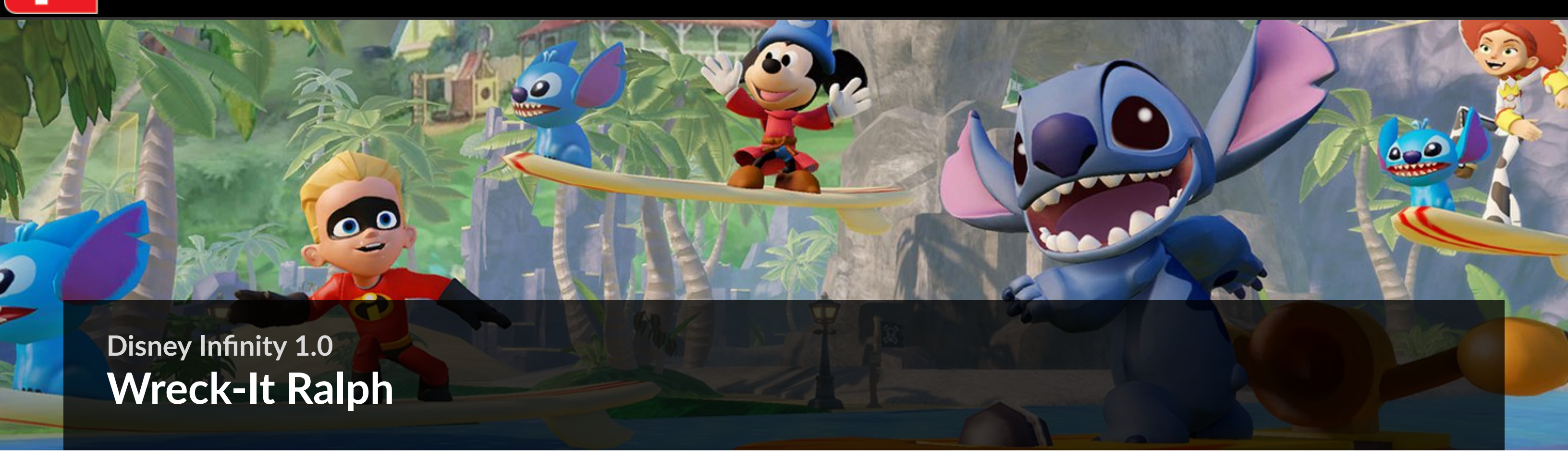
Special Abilities

- Frying Pan

SKILL TREE



Rapunzel Skills			
	Skill	**Description**	**Cost**
D7	Air Assault Upgrade	Increases the damage and area of effect of Rapunzel's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Damage Increase 1	Increases the destructive power of Rapunzel's Frying Pan attacks and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Rapunzel's Frying Pan attacks and any equipped Packs. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Rapunzel's Frying Pan attacks and any equipped Packs. (Tap attack button.)	3
E2	Damage Increase 4	Increases the destructive power of Rapunzel's Frying Pan attacks and any equipped Packs. (Tap attack button.)	4
B5	Gleam and Glow–Level 1	Allows Rapunzel to regenerate health over time.	3
C5	Gleam and Glow–Level 2	Maximizes the rate of Rapunzel's healing.	5
C3	Healing Aura	Allows Rapunzel to heal heroes around her while blocking. (Hold defend button.)	4
B3	Healing Block	Allows Rapunzel to heal herself while blocking. (Hold defend button.)	2
C4	Health Boost 1	Increases Rapunzel's maximum health.	1
B4	Health Boost 2	Increases Rapunzel's maximum health.	2
A3	Health Boost 3	Increases Rapunzel's maximum health.	4
A4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade 1	Decreases the amount of health needed to revive another character or sidekick.	4
A6	Helping Hand Upgrade 2	Decreases the amount of health needed to revive another character or sidekick.	6
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
G3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Rapunzel's Cast Iron attacks and any equipped Tools. (Tap ranged attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the damage of Rapunzel's Cast Iron attacks and any equipped Tools. (Tap ranged attack button.)	2
E6	Ranged Attack Upgrade 3	Increases the damage of Rapunzel's Cast Iron attacks and any equipped Tools. (Tap ranged attack button.)	3
C7	Ranged Attack Upgrade 4	Increases the damage of Rapunzel's Cast Iron attacks and any equipped Tools. (Tap ranged attack button.)	4
E3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Running Free–Level 1	Increases Rapunzel's running speed.	1
G4	Running Free–Level 2	Increases Rapunzel's running speed.	3
D6	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increases the destructive power of Rapunzel's Frying Pan attacks and any equipped Packs. (Tap attack button.)	5
A2	Super Health Boost	Increases Rapunzel's maximum health.	5
C2	Taking Charge	A counterattack maneuver (hold attack button) that allows Rapunzel to break an opponent's block.	2
E5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F5	Team Player Upgrade 1	Decreases the amount of time it takes to revive another character or sidekick.	4
G5	Team Player Upgrade 2	Decreases the amount of time it takes to revive another character or sidekick.	6
E7	Ultra Ranged Attack Upgrade	Increases the damage of Rapunzel's Cast Iron attacks and any equipped Tools. (Tap ranged attack button.)	5



Disney Infinity 1.0

Wreck-It Ralph

WRECK-IT RALPH

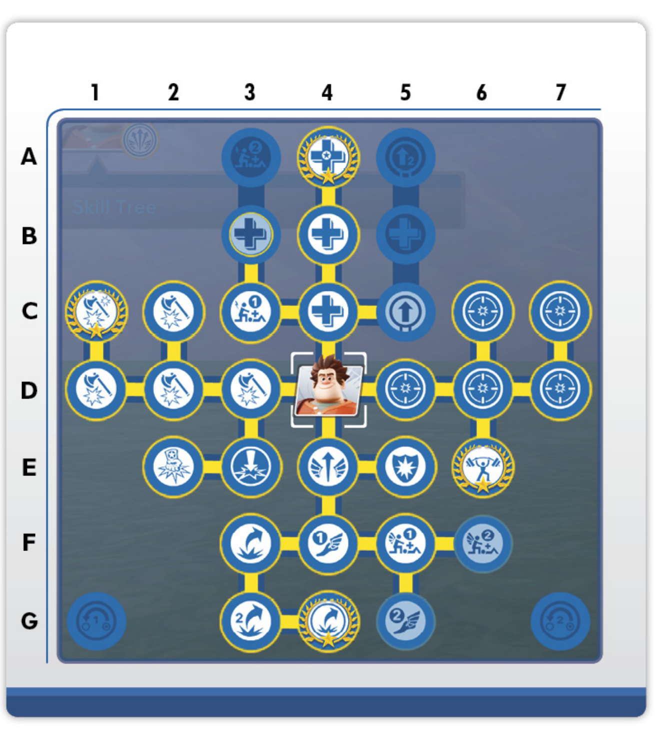
WRECK-IT RALPH

He's a bad guy, but that doesn't make him a bad guy!

Special Abilities

- Cherry Bomb

SKILL TREE



Wreck-It Ralph Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of Ralph's Wreck-It attack and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Ralph's Wreck-It attack and any equipped Packs. (Tap attack button.)	3
D1	Damage Increase 3	Increases the destructive power of Ralph's Wreck-It attack and any equipped Packs. (Tap attack button.)	4
C2	Damage Increase 4	Increases the destructive power of Ralph's Wreck-It attack and any equipped Packs. (Tap attack button.)	5
F4	Going Turbo–Level 1	Increases Ralph's running speed.	1
G5	Going Turbo–Level 2	Increases Ralph's running speed.	3
C4	Health Boost 1	Increases Ralph's maximum health.	1
B3	Health Boost 2	Increases Ralph's maximum health.	3
B4	Health Boost 3	Increases Ralph's maximum health.	4
B5	Health Boost 4	Increases Ralph's maximum health.	5
C3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A3	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
C5	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
A5	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E6	Power Up	Increases Ralph's strength, allowing him to pick up enormous objects.	3
D5	Ranged Attack Upgrade 1	Increases the damage of Ralph's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Ralph's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	3
D7	Ranged Attack Upgrade 3	Increases the damage of Ralph's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	4
C6	Ranged Attack Upgrade 4	Increases the damage of Ralph's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	5
C7	Ranged Attack Upgrade 5	Increases the damage of Ralph's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	5
E5	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F3	Spring Into Action–Level 1	Hold the jump button to perform a Super Jump.	2
G3	Spring Into Action–Level 2	Increases the power of Ralph's Super Jump. (Hold jump button.)	4
G4	Spring Into Action–Level 3	Increases the power of Ralph's Super Jump. (Hold jump button.)	6
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Ralph's Wreck-It attack and any equipped Packs. (Tap attack button.)	6
A4	Super Health Boost	Increases Ralph's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F6	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
E2	Wreck and Ruin	Increases the damage and area of effect of Ralph's Air Assault. (Tap the jump button, then tap the attack button.)	2

VANELLOPE

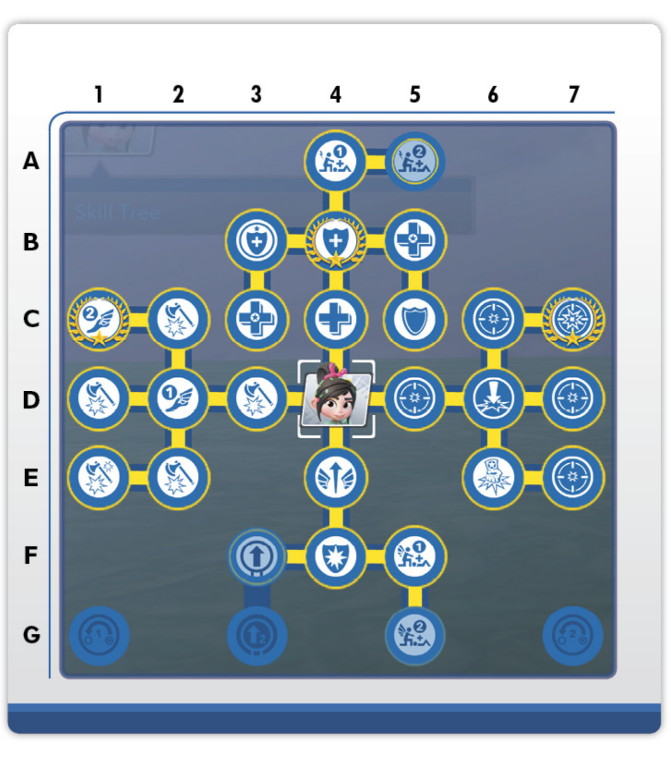
VANELLOPE

Reigning President of Sugar Rush and master of candy-coated cart racing.

Special Abilities

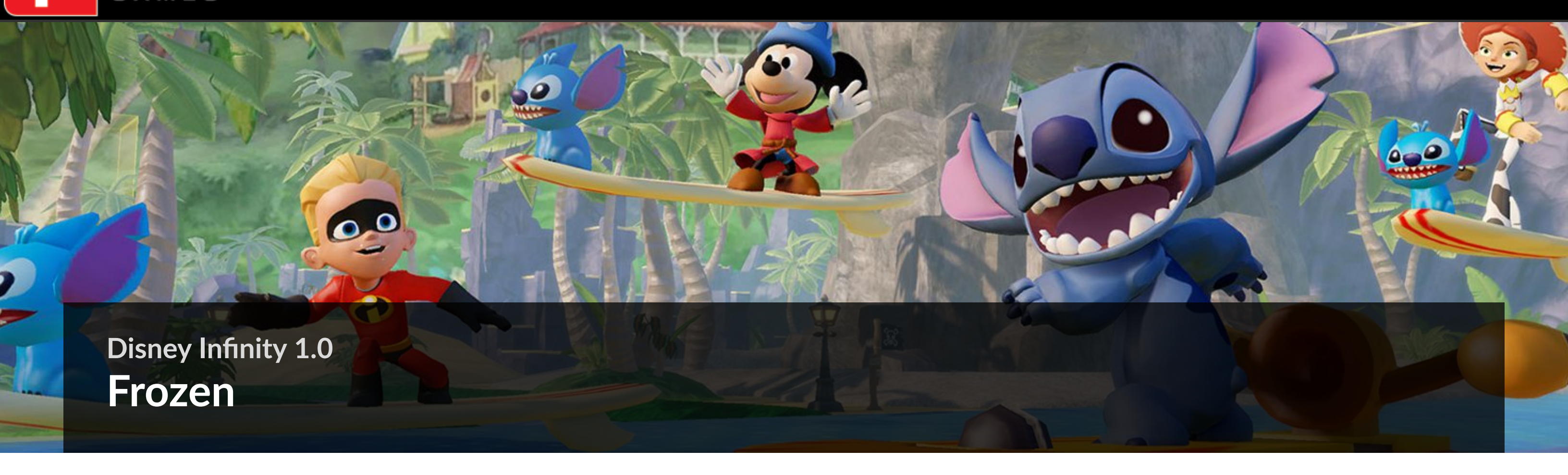
- Cherry Bomb

SKILL TREE



Vanellope Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of Vanellope's Glitch attack and any equipped Packs. (Tap attack button.)	1
C2	Damage Increase 2	Increases the destructive power of Vanellope's Glitch attack and any equipped Packs. (Tap attack button.)	3
D1	Damage Increase 3	Increases the destructive power of Vanellope's Glitch attack and any equipped Packs. (Tap attack button.)	4
E2	Damage Increase 4	Increases the destructive power of Vanellope's Glitch attack and any equipped Packs. (Tap attack button.)	5
C4	Health Boost 1	Increases Vanellope's maximum health.	1
C3	Health Boost 2	Increases Vanellope's maximum health.	3
A4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
G3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Vanellope's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	1
D7	Ranged Attack Upgrade 2	Increases the damage of Vanellope's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 3	Increases the damage of Vanellope's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	4
E7	Ranged Attack Upgrade 4	Increases the damage of Vanellope's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	5
F4	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C5	Shield Surge	Increases the amount of damage the shield can stop.	6
D6	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D2	Sugar Rush–Level 1	Increases Vanellope's running speed.	1
C1	Sugar Rush–Level 2	Increases Vanellope's running speed.	3
B4	Sugar Shield	Shields that must be depleted before Vanellope's health is affected. These shields regenerate over time.	3
B3	Sugar Shield Generator	Increases the rate that shields regenerate.	3
E1	Super Damage Increase	Increases the destructive power of Vanellope's Glitch attack and any equipped Packs. (Tap attack button.)	6
B5	Super Health Boost	Increases Vanellope's maximum health.	5
E6	Sweet Smash	Increases the damage and area of effect of Vanellope's Air Assault. (Tap the jump button, then tap the attack button.)	3
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
C7	Ultra Ranged Attack Upgrade	Increases the damage of Vanellope's Cherry Bomb attacks and any equipped Tools. (Tap ranged attack button.)	6



Disney Infinity 1.0

Frozen

ANNA

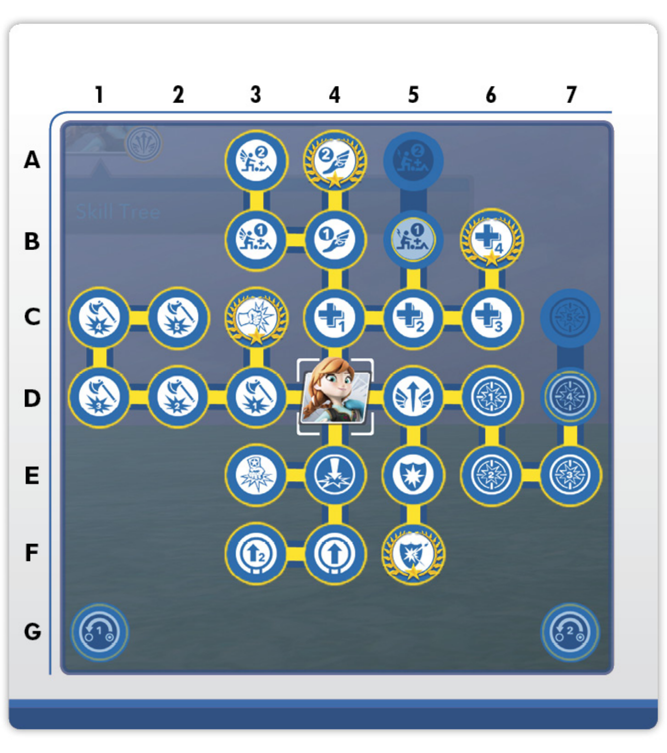
ANNA

She may be the younger princess, but when it comes to being courageous, she knows how to take charge!

Special Abilities

- Climbing Hook

SKILL TREE



Anna Skills

	Skill	Description	Cost
C3	Block Breaker Attack	A counterattack maneuver (hold attack button) that allows a character to break an opponent’s block.	2
B4	Booting Up–Level 1	Increases Anna’s running speed.	1
A4	Booting Up–Level 2	Increases Anna’s running speed.	3
D3	Damage Increase 1	Increases the destructive power of Anna’s combo attacks. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Anna’s combo attacks. (Tap attack button.)	3
D1	Damage Increase 3	Increases the destructive power of Anna’s combo attacks. (Tap attack button.)	4
C1	Damage Increase 4	Increases the destructive power of Anna’s combo attacks. (Tap attack button.)	5
C4	Health Boost 1	Increases Anna’s maximum health.	1
C5	Health Boost 2	Increases Anna’s maximum health.	2
C6	Health Boost 3	Increases Anna’s maximum health.	5
B5	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A5	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E3	Knock Out Cold	Increases the power and range of Anna’s Air Assault. (Tap the jump button, then tap the attack button.)	3
D5	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F4	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D6	Ranged Attack Upgrade 1	Increases the damage of Anna’s Climbing Hook attacks. (Tap ranged attack button.)	1
E6	Ranged Attack Upgrade 2	Increases the damage of Anna’s Climbing Hook attacks. (Tap ranged attack button.)	3
E7	Ranged Attack Upgrade 3	Increases the damage of Anna’s Climbing Hook attacks. (Tap ranged attack button.)	4
D7	Ranged Attack Upgrade 4	Increases the damage of Anna’s Climbing Hook attacks. (Tap ranged attack button.)	5
E5	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F5	Ricochet Block	While blocking (hold defend while standing still) Anna can ricochet certain ranged attacks.	6
E4	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C2	Super Damage Increase	Increases the destructive power of Anna’s combo attacks. (Tap attack button.)	6
B6	Super Health Boost	Increases Anna’s maximum health.	6
B3	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
A3	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
C7	Ultra Ranged Attack Upgrade	Increases the damage of Anna’s Climbing Hook attacks. (Tap ranged attack button.)	6

ELSA

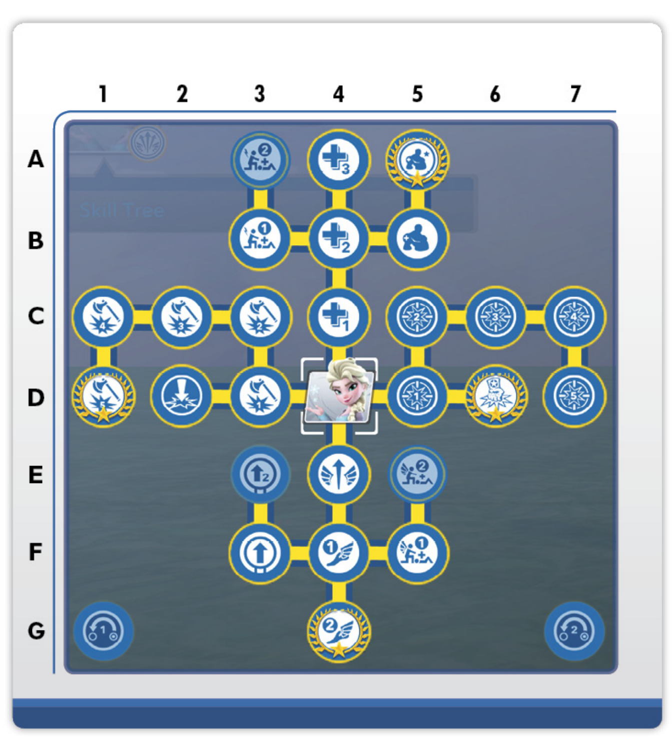
ELSA

She may have a chilly disposition, but there’s no one cooler than this Queen of Arendelle!

Special Abilities

- Freeze Ball

SKILL TREE



Elsa Skills

	Skill	Description	Cost
D6	Cold Snap	Increases the power and range of Elsa’s Air Assault. (Tap the jump button, then tap the attack button.)	3
D3	Damage Increase 1	Increases the destructive power of Elsa’s Cold Shoulder attack. (Tap attack button.)	1
C3	Damage Increase 2	Increases the destructive power of Elsa’s Cold Shoulder attack. (Tap attack button.)	3
C2	Damage Increase 3	Increases the destructive power of Elsa’s Cold Shoulder attack. (Tap attack button.)	4
C1	Damage Increase 4	Increases the destructive power of Elsa’s Cold Shoulder attack. (Tap attack button.)	5
B5	Freeze Over–Level 1	Allows Elsa to regenerate health over time.	5
A5	Freeze Over–Level 2	Maximizes the rate of Elsa’s healing.	6
C4	Health Boost 1	Increases Elsa’s maximum health.	1
B4	Health Boost 2	Increases Elsa’s maximum health.	3
B3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A3	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Elsa’s Freeze Ball attacks. (Tap ranged attack button.)	1
C5	Ranged Attack Upgrade 2	Increases the damage of Elsa’s Freeze Ball attacks. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 3	Increases the damage of Elsa’s Freeze Ball attacks. (Tap ranged attack button.)	4
C7	Ranged Attack Upgrade 4	Increases the damage of Elsa’s Freeze Ball attacks. (Tap ranged attack button.)	5
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Running Cold–Level 1	Increases Elsa’s running speed.	1
G4	Running Cold–Level 2	Increases Elsa’s running speed.	3
D2	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D1	Super Damage Increase	Increases the destructive power of Elsa’s Cold Shoulder attack. (Tap attack button.)	6
A4	Super Health Boost	Increases Elsa’s maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
E5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D7	Ultra Ranged Attack Upgrade	Increases the damage of Elsa’s Freeze Ball attacks. (Tap ranged attack button.)	6

SORCERER'S APPRENTICE MICKEY

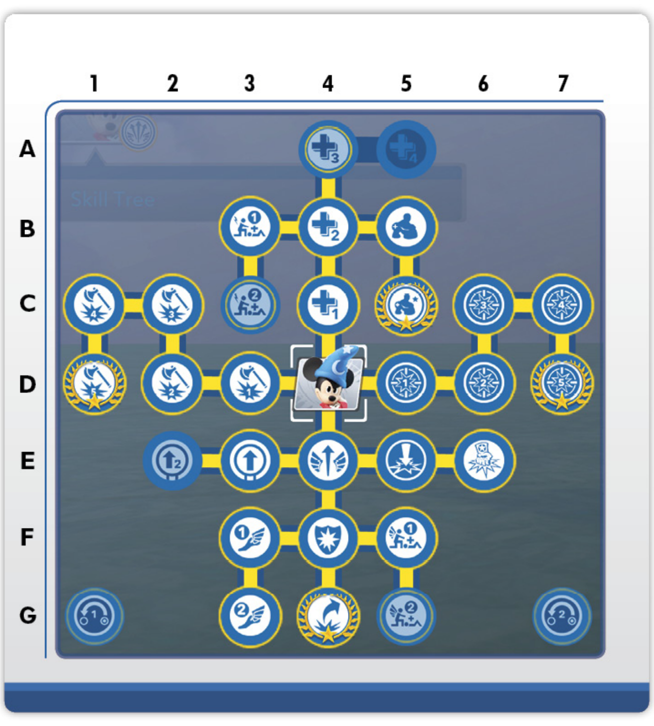
SORCERER'S APPRENTICE MICKEY

After donning the sorcerer's magic hat, there's no telling what our pal might conjure up!

Special Abilities

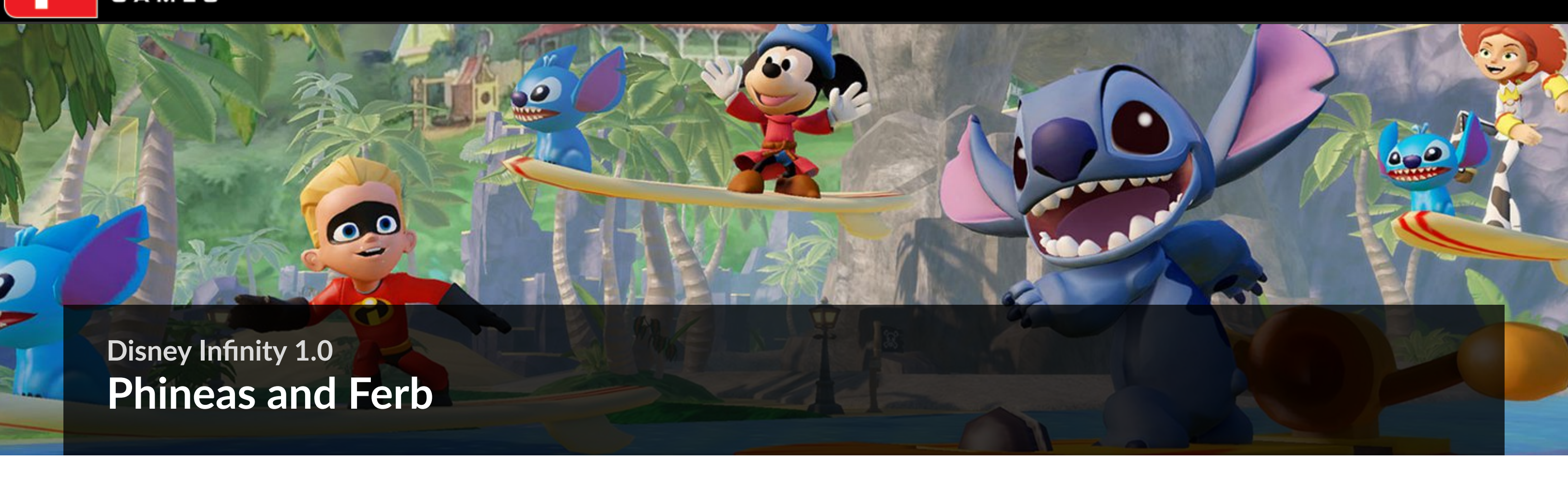
- Magical Bursts

SKILL TREE



Sorcerer's Apprentice Mickey Skills

	Skill	Description	Cost
E6	Air Assault Upgrade	Increases the damage and area of effect of Mickey's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Damage Increase 1	Increases the destructive power of Mickey's Magical Sweep attack. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Mickey's Magical Sweep attack. (Tap attack button.)	3
C2	Damage Increase 3	Increases the destructive power of Mickey's Magical Sweep attack and any equipped Packs. (Tap attack button.)	4
C1	Damage Increase 4	Increases the destructive power of Mickey's Magical Sweep attack. (Tap attack button.)	5
C4	Health Boost 1	Increases Mickey's maximum health.	1
B4	Health Boost 2	Increases Mickey's maximum health.	3
A4	Health Boost 3	Increases Mickey's maximum health.	5
B5	Health Regeneration–Level 1	Allows Mickey to regenerate health over time.	5
C5	Health Regeneration–Level 2	Maximizes the rate of Mickey's healing.	6
B3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
C3	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
G4	Mickey's Magical Leap	Hold the jump button to perform a Super Jump.	4
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
E3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
E2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Mickey's Magical Bursts attacks. (Tap ranged attack button.)	1
D6	Ranged Attack Upgrade 2	Increases the damage of Mickey's Magical Bursts attacks. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 3	Increases the damage of Mickey's Magical Bursts attacks. (Tap ranged attack button.)	4
C7	Ranged Attack Upgrade 4	Increases the damage of Mickey's Magical Bursts attacks. (Tap ranged attack button.)	5
F4	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F3	Run Speed–Level 1	Increases Mickey's running speed.	1
G3	Run Speed–Level 2	Increases Mickey's running speed.	3
E5	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D1	Super Damage Increase	Increases the destructive power of Mickey's Magical Sweep attack. (Tap attack button.)	6
A5	Super Health Boost	Increases Mickey's maximum health.	6
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D7	Ultra Ranged Attack Upgrade	Increases the damage of Mickey's Magical Bursts attacks. (Tap ranged attack button.)	6



Disney Infinity 1.0

Phineas and Ferb

AGENT P

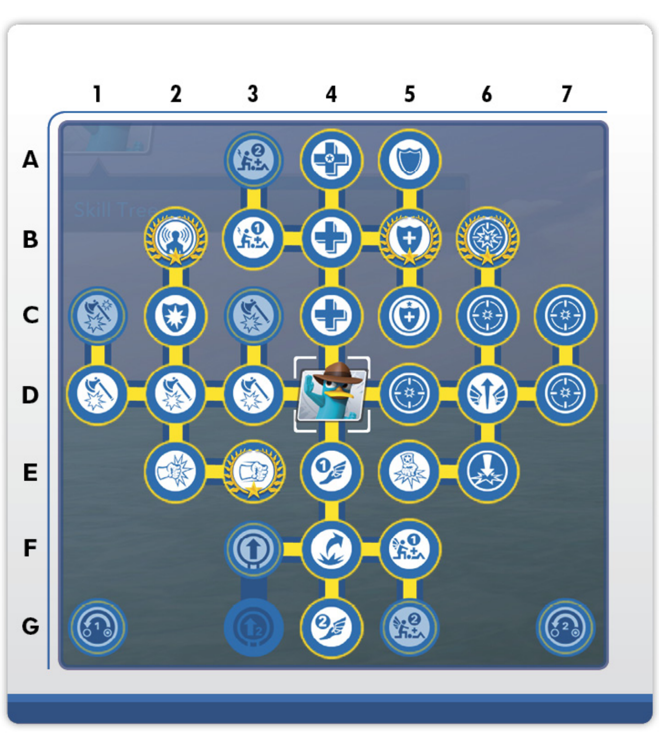
AGENT P

A highly skilled, crime-fighting platypus who works as a secret agent for the O.W.C.A.

Special Abilities

- Flying Fedora

SKILL TREE



Agent P Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of Agent P's combo attacks and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Agent P's combo attacks and any equipped Packs. (Tap attack button.)	2
D1	Damage Increase 3	Increases the destructive power of Agent P's combo attacks and any equipped Packs. (Tap attack button.)	3
C3	Damage Increase 4	Increases the destructive power of Agent P's combo attacks and any equipped Packs. (Tap attack button.)	4
C4	Health Boost 1	Increases Agent P's maximum health.	1
B4	Health Boost 2	Increases Agent P's maximum health.	3
B3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A3	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D6	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
C5	OWCA Shield Generator	Increases the rate that shields regenerate.	5
B5	OWCA Shields	Shields that must be depleted before Agent P's health is affected. These shields regenerate over time.	3
B2	Platypus Perception	Increases Agent P's ability to sense and repel enemies, and increases the alert time. Reveals hidden items on the radar.	5
F4	Platypus Plunge	Hold the jump button to perform a Super Jump.	2
E2	Platypus Power	A counterattack maneuver (hold attack button) that allows Agent P to break an opponent's block.	2
E5	Platypus Pummel	Increases the damage and area of effect of Agent P's Air Assault. (Tap the jump button, then tap the attack button.)	2
E3	Platypus Punch	When performing a Platypus Power, release the attack button and then tap the attack button to perform a powerful attack that repels an opponent. Requires skilled timing.	4
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
G3	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Agent P's Flying Fedora attacks and any equipped Tools. (Tap ranged attack button.)	1
D7	Ranged Attack Upgrade 2	Increases the damage of Agent P's Flying Fedora attacks and any equipped Tools. (Tap ranged attack button.)	3
C6	Ranged Attack Upgrade 3	Increases the damage of Agent P's Flying Fedora attacks and any equipped Tools. (Tap ranged attack button.)	4
C7	Ranged Attack Upgrade 4	Increases the damage of Agent P's Flying Fedora attacks and any equipped Tools. (Tap ranged attack button.)	5
C2	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E4	Secret Agent Sprint–Level 1	Increases Agent P's running speed.	1
G4	Secret Agent Sprint–Level 2	Increases Agent P's running speed.	3
A5	Shield Surge	Increases the amount of damage the shield can stop.	5
E6	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the destructive power of Agent P's combo attacks and any equipped Packs. (Tap attack button.)	5
A4	Super Health Boost	Increases Agent P's maximum health.	5
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
G5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
B6	Ultra Ranged Attack Upgrade	Increases the damage of Agent P's Flying Fedora attacks and any equipped Tools. (Tap ranged attack button.)	6

PHINEAS

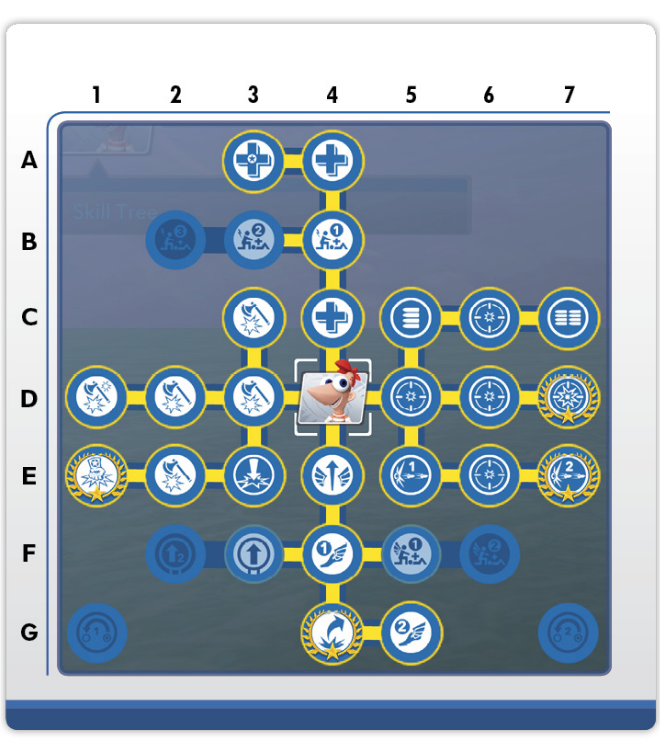
PHINEAS

A fun-loving prodigy with big ideas who refuses to let a moment of his summer vacation go to waste.

Special Abilities

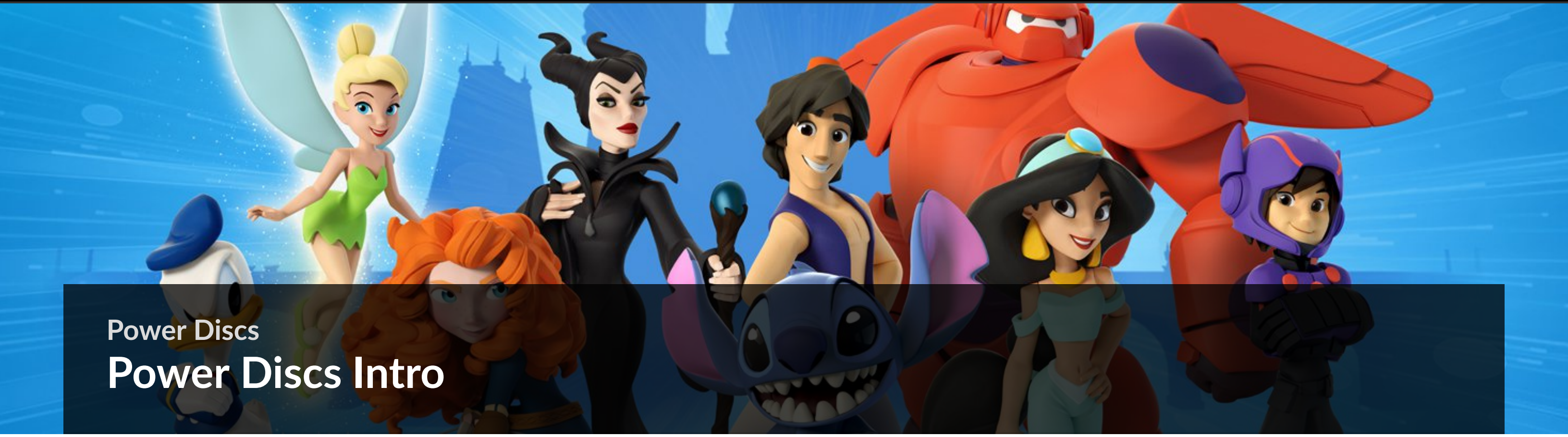
- Baseball Shooter

SKILL TREE



Phineas Skills

	Skill	Description	Cost
D3	Damage Increase 1	Increases the destructive power of Phineas's Tuck 'n' Roll attack and any equipped Packs. (Tap attack button.)	1
D2	Damage Increase 2	Increases the destructive power of Phineas's Tuck 'n' Roll attack and any equipped Packs. (Tap attack button.)	3
C3	Damage Increase 3	Increases the destructive power of Phineas's Tuck 'n' Roll attack and any equipped Packs. (Tap attack button.)	4
E2	Damage Increase 4	Increase the destructive power of Phineas's Tuck 'n' Roll attack and any equipped Packs. (Tap attack button.)	5
E1	Danville Dive	Increases the damage and area of effect of Phineas's Air Assault. (Tap the jump button, then tap the attack button.)	3
F4	Fast Flynn–Level 1	Increases Phineas's running speed.	1
G5	Fast Flynn–Level 2	Increases Phineas's running speed.	3
C5	Give it a Shot–Level 1	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	2
C7	Give it a Shot–Level 2	Increases the number of shots that can be fired (tap ranged attack button) with equipped Tools before pausing to reload.	4
C4	Health Boost 1	Increases Phineas's maximum health.	1
A4	Health Boost 2	Increases Phineas's maximum health.	3
B4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
B3	Helping Hand Upgrade 1	Decreases the amount of health needed to revive another character or sidekick.	4
B2	Helping Hand Upgrade 2	Decreases the amount of health needed to revive another Character or sidekick.	6
G4	Kinda Like Flying	Hold the jump button to perform a Super Jump.	3
E4	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage of Phineas's Baseball Shooter attacks and any equipped Tools. (Tap ranged attack button.)	1
C6	Ranged Attack Upgrade 2	Increases the damage of Phineas's Baseball Shooter attacks and any equipped Tools. (Tap ranged attack button.)	3
D6	Ranged Attack Upgrade 3	Increases the damage of Phineas's Baseball Shooter attacks and any equipped Tools. (Tap ranged attack button.)	4
E6	Ranged Attack Upgrade 4	Increases the damage of Phineas's Baseball Shooter attacks and any equipped Tools. (Tap ranged attack button.)	5
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
E3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
D1	Super Damage Increase	Increases the destructive power of Phineas's Tuck 'n' Roll attack and any equipped Packs. (Tap attack button.)	6
A3	Super Health Boost	Increases Phineas's maximum health.	5
F5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
F6	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D7	Ultra Ranged Attack Upgrade	Increases the damage of Phineas's Baseball Shooter attacks and any equipped Tools. (Tap ranged attack button.)	6
E5	Up a Notch–Level 1	Increases the rate of fire of Phineas's Baseball Shooter and any equipped Tools. (Tap ranged attack button.)	3
E7	Up a Notch–Level 2	Increases the rate of fire of Phineas's Baseball Shooter and any equipped Tools. (Tap ranged attack button.)	5



Power Discs

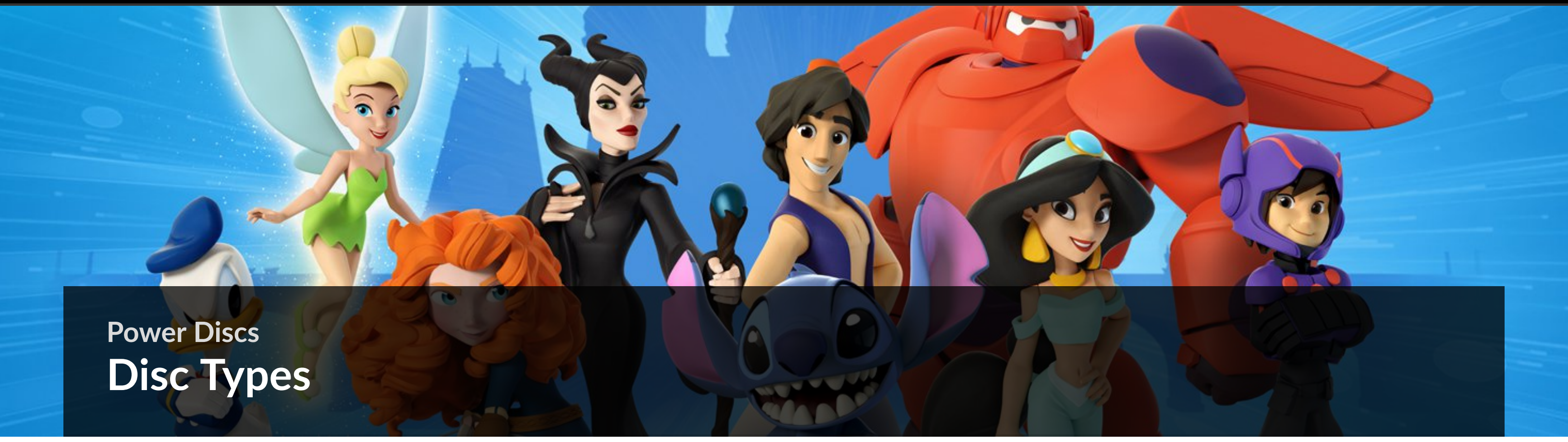
Power Discs Intro

Disney Infinity: Toy Box 2.0 Edition Worlds can be modified or customized through the use of Power Discs. These interactive discs are placed on the Disney Infinity Base to power up characters, grant unique abilities, customize the world, and provide exclusive toys. There are two distinct types of Power Discs: a circular disc and a hexagonal-shaped disc. Circular Power Discs grant your character special power-ups that can be used in the Play Sets as well as in the Toy Box. Hexagonal Power Discs, on the other hand, unlock special gadgets, vehicles or mounts, and themes to help you personalize the Toy Box even more.

Power Discs are sold in blind packs of two, and it is a mystery which ones you will receive. Furthermore, some Power Discs are rare (having a lower chance to be in each pack)—they have an orange border around them to designate their rarity. The mystery of what is in each blind pack makes Power Discs very collectible and provides a great opportunity for people to swap them and try to collect them all.

Note

There are 42 Power Discs released in Wave 2. These Disney-themed discs are all covered in this chapter. Be sure to collect them all.



Power Discs

Disc Types

ABILITIES: CIRCULAR POWER DISCS

Usage: Placed underneath the character on the Disney Infinity Base.

The circular Power Discs provide some very powerful abilities to your characters. They can be used in both the Play Sets as well as the Toy Box Worlds. Up to two circular Power Discs can be placed under each character. These Power Discs can be divided into two different categories based on the type of ability they provide—events and costumes. Event discs allow characters to use a powerful type of attack after a warm-up period. Costumes change the look of a specific character and can also give an improved ability to all characters who use it. When these discs are placed under a character, an icon will appear under that character's stats to show you what abilities are now equipped. For events, a yellow circle will fill around the icon to show you when the ability is ready to be used.

Tip

When you put two costume Power Discs under a character, you stack the bonus abilities as well. For example, combining Rags to Riches and Sandy Claws Surprise, your character gets bonuses for collecting blue Sparks and a bonus to inflicting damage on enemies. If you stack two of the Rags to Riches Power Discs, you double the bonus you receive for collecting blue Sparks. So having duplicates can come in handy.

TOYS: HEXAGONAL POWER DISCS

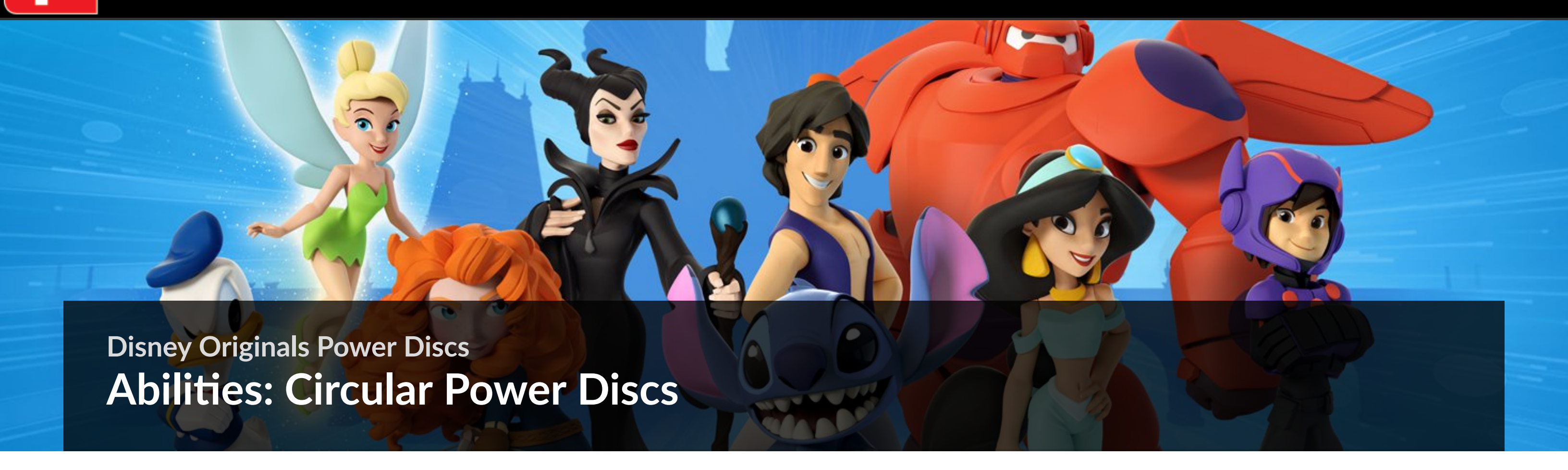
Usage: Placed in the hexagonal slot on the Disney Infinity Base.

Toy discs are hexagonal discs that unlock gadgets, weapons, vehicles, and more in the Toy Box Worlds. However, these toys will only appear when the hexagonal disc is on the Disney Infinity Base. Remove the disc from the base and the unlocked item goes away.

CUSTOMIZATION: HEXAGONAL POWER DISCS

Usage: Placed in the hexagonal slot on the Disney Infinity Base.

These discs provide numerous ways to personalize the atmosphere of the Toy Box Worlds. Customization discs come in two different types—one that alters the Sky Theme and another that changes the Toy Box World's textures. Changing the Sky Theme alters the sky background as well as the music to match the theme of the disc. The texture disc changes the land and terrain to create a new visual theme. While there are Sky Theme and texture discs that share a common theme, you can mix and match any sky with any texture to create your own Toy Box Worlds. Once you have used these discs to change the sky and textures, you can remove them from the base and use other hexagonal discs on the base.



ABILITIES: CIRCULAR POWER DISCS

CHERNABOG'S SPIRIT CYCLONE

Got it? ☐

Fantasia

Category: Event

Rarity: Common

An attack from Chernabog's Bald Mountain minions from *Fantasia*. It attacks and damages all nearby enemies. This disc has to charge up when you first place it under a character and then recharge after each use.

KING LOUIE'S MONKEYS

Got it? ☐

The Jungle Book

Category: Event

Rarity: Common

Monkey around with an assist from King Louie and his *Jungle Book* cohorts. A rain of fruit falls down from the sky, knocking over and damaging nearby enemies.

MALEFICENT SPELL CAST

Got it? ☐

Sleeping Beauty

Category: Event

Rarity: Common

Maleficent's swirling storm of enchanted flames. These green flames surround the character and damage any enemies in the nearby area.

ZEUS' THUNDERBOLTS

Got it? ☐

Hercules

Category: Event

Rarity: Common

A barrage of lightning bolts, sent directly to Earth from Mount Olympus. This inflicts damage on all nearby enemies.

ALL FOR ONE

Got it? ☐

Donald Duck

Category: Costume

Rarity: Common

Donald Duck's costume from *The Three Musketeers*. While only Donald gets the change in outfit, all characters can benefit from the increase in experience they receive (the orange Sparks they collect) while using this disc.

CURSED PIRATE GOLD

Got it? ☐

Pirates of the Caribbean

Category: Costume

Rarity: Common

Captain Jack Sparrow's ghostly image. Use this disc to make Jack Sparrow look like he picked up some cursed Aztec gold. All characters gain a shield against damage when using this disc.

RAGS TO RICHES

Got it? ☐

Aladdin

Category: Costume

Rarity: Common

Aladdin's princely wish fulfillment. Place it under Aladdin and he will put on the Prince Ali costume. All characters using this disc get a bonus increase when they collect blue Sparks.

SANDY CLAWS SURPRISE

Got it? ☐

The Nightmare Before Christmas

Category: Costume

Rarity: Common

Jack Skellington's hand-made Sandy Claws costume. While only Jack Skellington gets the scary version of the head of Christmas Town, all characters can use this disc to get a chance to inflict more damage on enemies.

THE GLORY DAYS

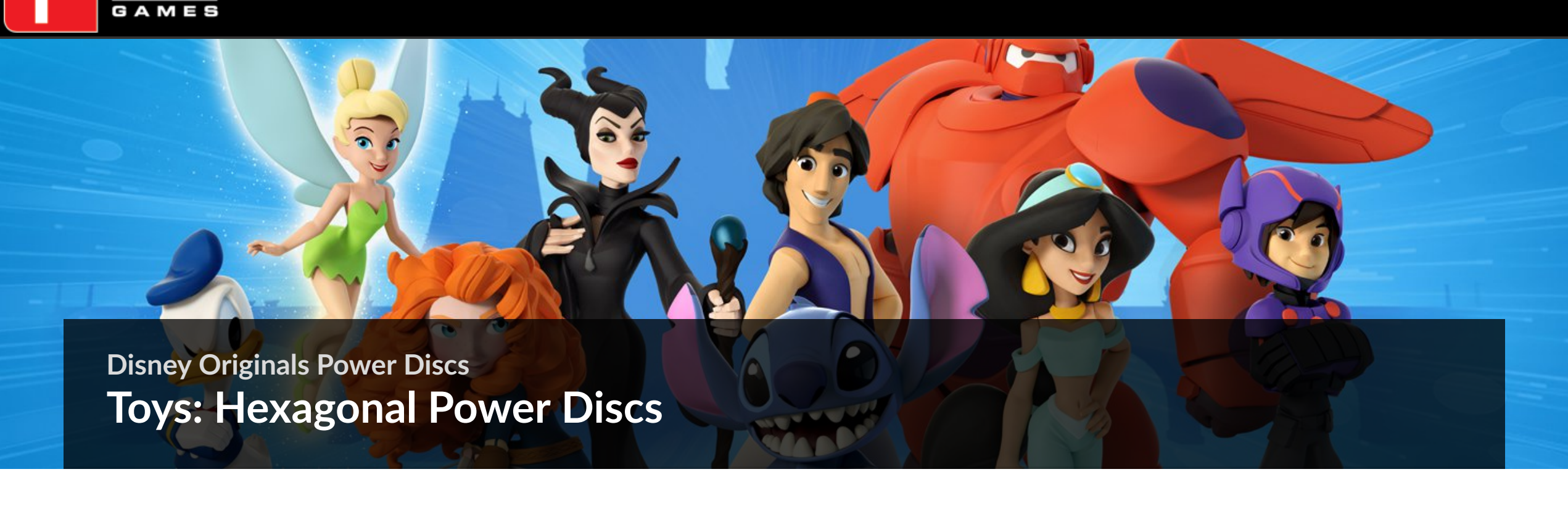
Got it? ☐

The Incredibles

Category: Costume

Rarity: Common

Mr. Incredible's original super suit. Place this disc under Mr. Incredible and his outfit will change to the blue costume. All characters can use this disc to earn bonus Sparks when defeating an enemy.



Disney Originals Power Discs

Toys: Hexagonal Power Discs

TOYS: HEXAGONAL POWER DISCS

ALICE IN WONDERLAND'S CATERPILLAR

Got it? ☐

Alice in Wonderland

Category: Vehicle

Rarity: Common

A caterpillar-shaped vehicle from Disneyland's Alice in Wonderland attraction.

DARKWING DUCK'S RATCATCHER

Got it? ☐

Darkwing Duck

Category: Vehicle

Rarity: Common

Race through the streets of St. Canard on Darkwing Duck's super-powered motorcycle.

EGLANTINE'S MOTORCYCLE

Got it? ☐

Bedknobs and Broomsticks

Category: Vehicle

Rarity: Common

Eglantine Price's rickety, smoke-spewing motorcycle and sidecar from *Bedknobs and Broomsticks*.

LE MAXIMUM

Got it? ☐

The Muppets

Category: Vehicle

Rarity: Common

Interpol agent Jean Pierre Napoleon's compact car from *Muppets Most Wanted*.

MAIN STREET ELECTRICAL PARADE FLOAT

Got it? ☐

Disney Parks

Category: Vehicle

Rarity: Rare

Take a cruise down Main Street in the title float from Disney Parks' Main Street Electrical Parade.

MEDUSA'S SWAMP MOBILE

Got it? ☐

The Rescuers

Category: Vehicle

Rarity: Common

Madame Medusa's noisy, low-capacity motorboat from *The Rescuers*.

MR. TOAD'S MOTORCAR

Got it? ☐

Wind in the Willows

Category: Vehicle

Rarity: Common

You'll be on your way to nowhere in particular in this attraction vehicle from Mr. Toad's Wild Ride at Disneyland.

AERIAL AREA RUG

Got it? ☐

Phineas and Ferb

Category: Flying Vehicle

Rarity: Rare

Phineas and Ferb's flying living room set.

THE USS SWINETREK

Got it? ☐

The Muppets

Category: Flying Vehicle

Rarity: Common

Captain Link Hogthrob's spaceship from *The Muppet Show*'s Pigs in Space.

ALADDIN'S MAGIC CARPET

Got it? ☐

Aladdin

Category: Hover Board

Rarity: Rare

Aladdin's faithful, flying friend.

JIM HAWKIN'S SOLAR BOARD

Got it? ☐

Treasure Planet

Category: Hover Board

Rarity: Common

A gliding windboard from *Treasure Planet*.

FANTASYLAND CAROUSEL HORSE

Got it? ☐

Disney Parks

Category: Mount

Rarity: Common

A carousel horse from Disney Parks' Fantasyland attractions.

GUS THE MULE

Got it? ☐

Gus

Category: Mount

Rarity: Common

The California Atoms' football-kicking mule.

JACK SKELLINGTON'S REINDEER

Got it? ☐

The Nightmare Before Christmas

Category: Mount

Rarity: Rare

A skeletal reindeer that pulls Sandy Claws' sleigh in *The Nightmare Before Christmas*.

DARKWING DUCK'S GRAPPLING GUN

Got it? ☐

Darkwing Duck

Category: Weapon

Rarity: Common

Give crooks the hook with Darkwing's trusty weapon.

HONEY LEMON'S ICE CAPSULES

Got it? ☐

Big Hero 6

Category: Weapon

Rarity: Common

Capsules from *Big Hero 6*.

LEW ZEALAND'S BOOMERANG FISH

Got it? ☐

The Muppets

Category: Weapon

Rarity: Common

Lew Zealand's throwable, U-turning fish from *The Muppets*.

MABEL'S KITTENS FOR FISTS

Got it? ☐

Gravity Falls

Category: Weapon

Rarity: Common

Mabel's weapon of choice in Grunkle Stan's mindscape from *Gravity Falls*.

SERGEANT CALHOUN'S BLASTER

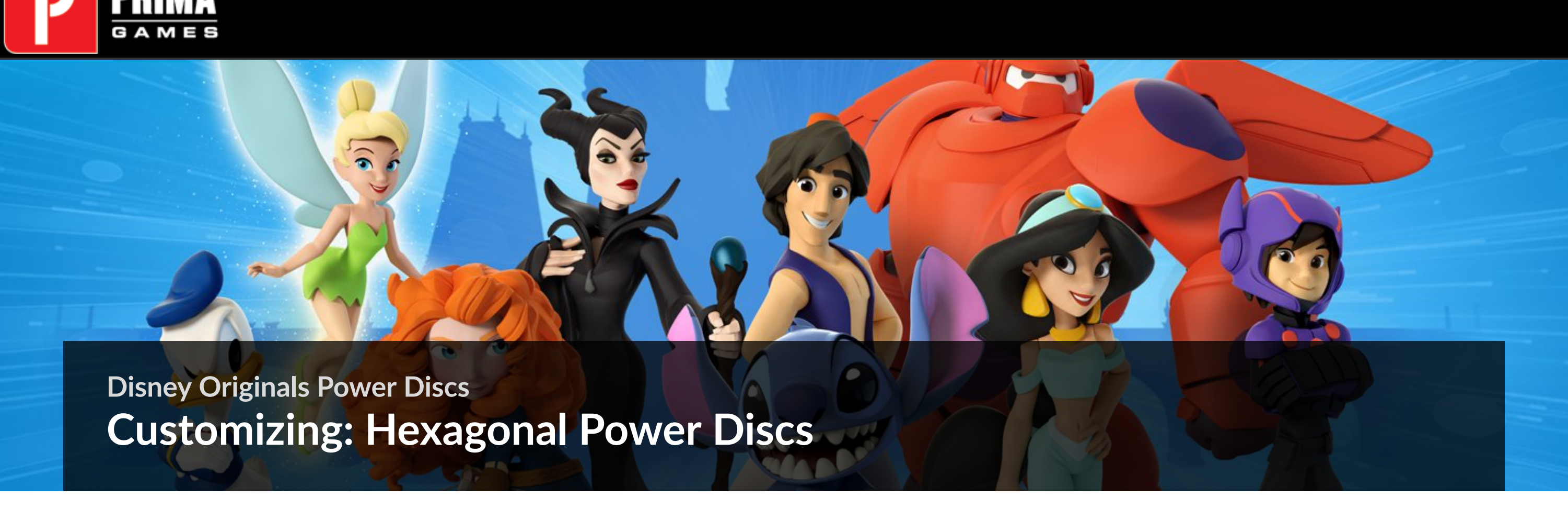
Got it? ☐

Wreck-It Ralph

Category: Weapon

Rarity: Common

Sergeant Calhoun's Cy-Bug squasher from *Wreck-It Ralph*'s Hero's Duty.



CUSTOMIZING: HEXAGONAL POWER DISCS

THE SANDS OF AGRABAH

Got it? ☐

Aladdin

Category: Terrain Theme

Rarity: Common

Turn your Toy Box into Agrabah with these surfaces and objects from *Aladdin*.

JASMINE'S PALACE VIEW

Got it? ☐

Aladdin

Category: Sky Theme

Rarity: Common

Place your Toy Box in the center of Agrabah with this sky from *Aladdin*.

A SMALL WORLD

Got it? ☐

Disney Parks

Category: Terrain Theme

Rarity: Common

Host an international celebration with these objects and surfaces from Disney Parks' it's a small world attraction.

SKIES OF THE WORLD

Got it? ☐

Disney Parks

Category: Sky Theme

Rarity: Common

Place your Toy Box right in the middle of Disney Parks' it's a small world attraction with this international sky.

GRAVITY FALLS FOREST

Got it? ☐

Gravity Falls

Category: Terrain Theme

Rarity: Common

Turn your Toy Box into the mystical, mysterious forest from *Gravity Falls*.

GRAVITY FALLS SKY

Got it? ☐

Gravity Falls

Category: Sky Theme

Rarity: Common

Place any Toy Box right in the middle of Gravity Falls, Oregon when you add this sky.

SIMBA'S PRIDE LANDS

Got it? ☐

Lion King

Category: Terrain Theme

Rarity: Common

Explore the Pride Lands with these surfaces and objects from *The Lion King*.

THE KING'S DOMAIN

Got it? ☐

Lion King

Category: Sky Theme

Rarity: Common

Consider how great it will be to be king as you gaze up at this sky from *The Lion King*.

MULAN'S COUNTRYSIDE

Got it? ☐

Mulan

Category: Terrain Theme

Rarity: Common

Explore the Chinese countryside with these surfaces and objects from *Mulan*.

THE MIDDLE KINGDOM

Got it? ☐

Mulan

Category: Sky Theme

Rarity: Common

Take a stroll across the Chinese countryside under this picturesque sky from *Mulan*.

NEVERLAND

Got it? ☐

Peter Pan

Category: Terrain Theme

Rarity: Common

You'll never have to grow up with these surfaces and objects from *Peter Pan*'s Neverland.

SECOND STAR TO THE RIGHT

Got it? ☐

Peter Pan

Category: Sky Theme

Rarity: Common

View the nighttime skies over London as only Peter Pan and Tinker Bell can.

CALHOUN'S COMMAND

Got it? ☐

Wreck-It Ralph

Category: Terrain Theme

Rarity: Common

The darkened sky from *Wreck-It Ralph*'s Hero's Duty provides the perfect cover for an unexpected Cy-Bug attack.

CY-BUG SWARM

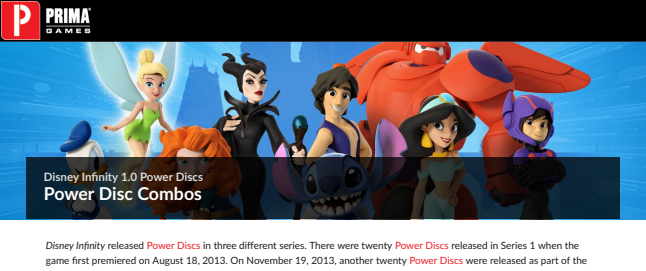
Got it? ☐

Wreck-It Ralph

Category: Sky Theme

Rarity: Common

Transform your Toy Box into Hero's Duty with these surfaces and objects from *Wreck-It Ralph*.



Disney Infinity 1.0 Power Discs

Power Disc Combos

Disney Infinity released Power Discs in three different series. There were twenty Power Discs released in Series 1 when the game first premiered on August 18, 2013. On November 19, 2013, another twenty Power Discs were released as part of the Series 2 rollout. In April of 2014, the Series 3 collection was released with seventeen more Power Discs. Another six Power Discs have been released as store exclusives as well.

Circular Power Discs allow you to use special power-ups that can be used in the Play Sets and Toy Box Worlds. To combine the *Disney Infinity 1.0* Power Discs, simply stack one Power Disc on top of another and place these underneath the Disney Infinity character. Currently, you can place two of these discs under a character (for a maximum of four between two characters) to get unique combo perks, such as Spark Shield when combining the C.H.R.O.M.E. Armor Shield and Pieces of Eight Power Discs. Also, you can stack two of the same disc together to multiply its effect!

OVERPOWERING STRENGTH

Bolt's Super Strength + Pieces of Eight = Overpowering Strength (provides an additional 2% Sparks from defeating enemies)

SPARK SHIELD

C.H.R.O.M.E. Armor Shield + Pieces of Eight = Spark Shield (converts 3% of damage taken into Sparks)

REGEN BUFF

Fix-It Felix's Repair Power + Pieces of Eight = Regen Buff (provides 2% health regeneration)

C.H.R.O.M.E. GRAPPLE HOOK

User Control + C.H.R.O.M.E. Armor Shield = C.H.R.O.M.E. Grapple Hook (increases range for picking up objects by 2%)

IMPROVED SPARK SHIELD

Star Command Shield + Pieces of Eight = Improved Spark Shield (converts 3% of damage taken into Sparks)

IMPROVED REGEN BUFF

Electro-Charge + Pieces of Eight = Improved Regen Buff (provides 3% health regeneration)

NICELANDERS UNITE!

Ralph's Power of Destruction + Fix-It Felix's Repair Power = Nicelanders Unite! (boosts experience rate by 5%)

FIX IT WITH SCIENCE

Fix-It Felix's Repair Power + Dr. Doofenshmirtz's Damage-Inator! = Fix It with Science (provides 5% health regeneration)

LIGHTNING SHIELD

Bolt's Super Strength + Electro-Charge = Lightning Shield (reflects 5% damage back to the attacker)

MEGA SPARK SHIELD

Violet's Force Field + Pieces of Eight = Mega Spark Shield (provides an additional 45% Sparks from defeating enemies)

OVERWHELMING STRENGTH

Chernabog's Power + Pieces of Eight = Overwhelming Strength (provides an additional 4% Sparks from defeating enemies)

MEGA REGEN BUFF

Rapunzel's Healing + Pieces of Eight = Mega Regen Buff (provides 4% health regeneration)

HEROES UNITED

Violet's Force Field + Bolt's Super Strength = Heroes United (increases pickup range by 50%)

GIRL POWER

Violet's Force Field + Rapunzel's Healing = Girl Power (increases damage by 5%)

VICTORIOUS TRIUMPH

Chernabog's Power + Mickey's Sorcerer Hat = Victorious Triumph (increases health by 5%)

C.H.R.O.M.E. SYSTEM CONTROL

C.H.R.O.M.E. Armor Shield + C.H.R.O.M.E. Damage Increaser = C.H.R.O.M.E. System Control (increases the chance of receiving bonus Sparks)

TURBO CHARGE

Fix-It Felix's Repair Power + Scrooge McDuck's Lucky Dime = Turbo Charge (when driving, there is a chance of getting extra turbo power when using turbo boost)

IMPROVED TURBO CHARGE

Electro-Charge + Scrooge McDuck's Lucky Dime = Improved Turbo Charge (when driving, there is a chance of getting extra turbo power when using turbo boost)

MEGA TURBO CHARGE

Rapunzel's Healing + Scrooge McDuck's Lucky Dime = Mega Turbo Charge (when driving, there is a chance of getting extra turbo power when using turbo boost)

IMPROVED SPARK SHIELD

Star Command Shield + Scrooge McDuck's Lucky Dime = Improved Spark Shield (converts some damage taken into Sparks)

MEGA SPARK SHIELD

Violet's Force Field + Scrooge McDuck's Lucky Dime = Mega Spark Shield (converts some damage taken into Sparks)

OVERPOWERING STRENGTH

Bolt's Super Strength + Scrooge McDuck's Lucky Dime = Overpowering Strength (provides additional Sparks from defeating enemies)

OVERWHELMING STRENGTH

Chernabog's Power + Scrooge McDuck's Lucky Dime = Overwhelming Strength (provides additional Sparks from defeating enemies)

C.H.R.O.M.E. GRAPPLE HOOK

C.H.R.O.M.E. Damage Increaser + C.H.R.O.M.E. Armor Shield = C.H.R.O.M.E. Grapple Hook (increases range for picking up objects)

C.H.R.O.M.E. SPEED BOOST

Merlin's Summon + C.H.R.O.M.E. Armor Shield = C.H.R.O.M.E. Speed Boost (increases duration of turbo boost when driving)

C.H.R.O.M.E. SPEED BOOST

Merlin's Summon + C.H.R.O.M.E. Damage Increaser = C.H.R.O.M.E. Speed Boost (increases duration of turbo boost when driving)

SPACE RANGER ELITE

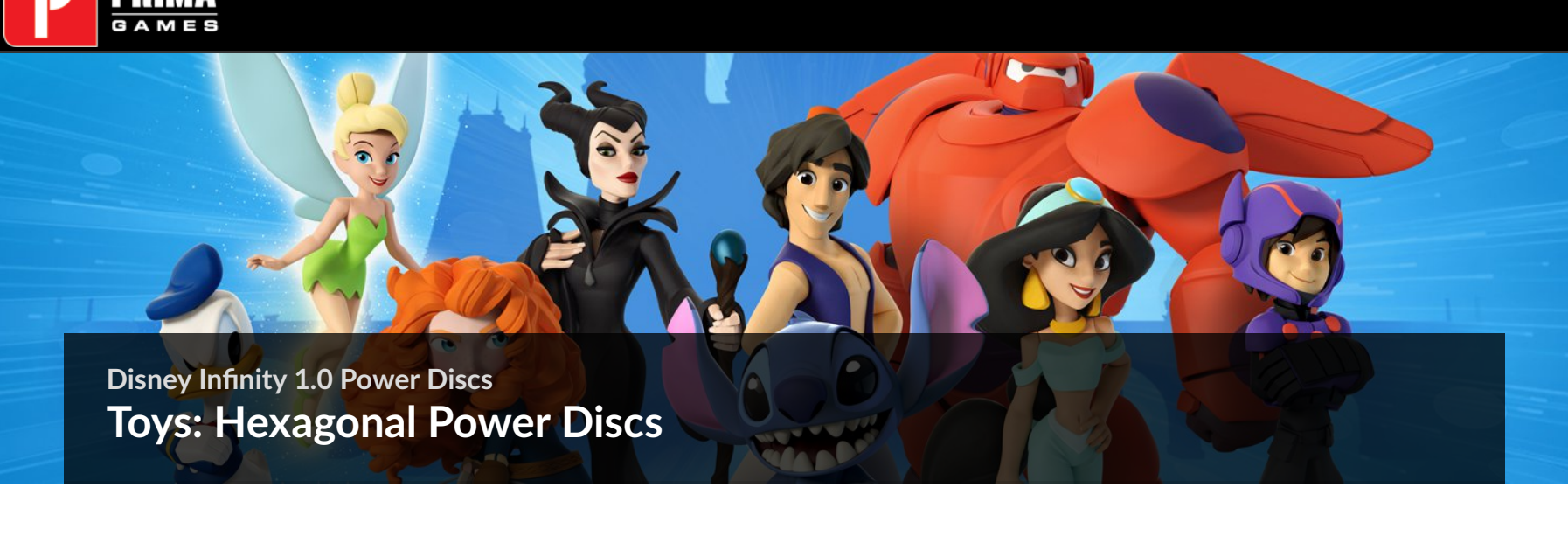
Star Command Shield + Emperor Zurg's Wrath = Space Ranger Elite (chance of getting bonus Sparks)

SORCERER'S SHIELD

Merlin's Summon + Mickey's Sorcerer's Hat = Sorcerer's Shield (reflects some of the damage back at the attacker)

ULTIMATE EVIL

Emperor Zurg's Wrath + Chernabog's Power = Ultimate Evil (reflects some of the damage back at the attacker)



TOYS: HEXAGONAL POWER DISCS

MICKEY'S CAR

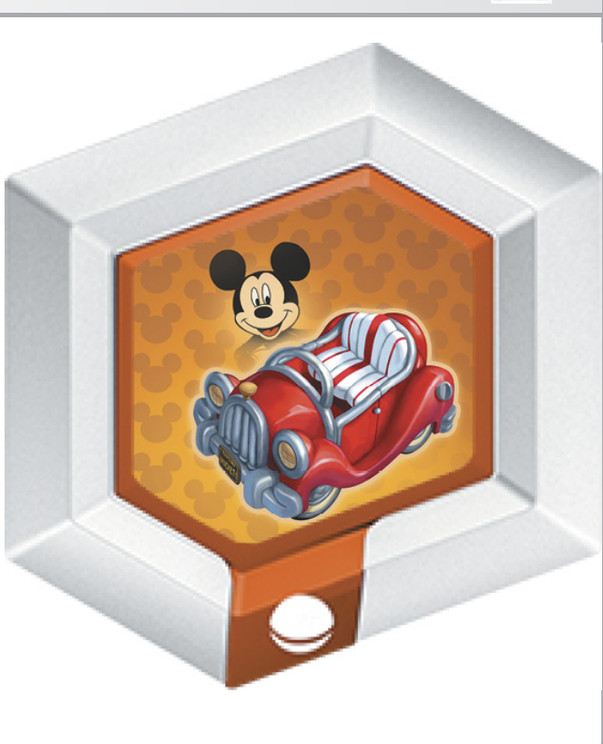
Got it? ☑

Series 1

Category: Vehicle

Rarity: Common

While in the Toy Box, put this on the pad and Mickey's Car will appear. Drive it around in the Toy Box and even use it for racing.



CINDERELLA'S COACH

Got it? ☑

Series 1

Category: Vehicle

Rarity: Common

Want to travel and race in style? This Power Disc makes Cinderella's Coach appear in the Toy Box.

KAHN

Got it? ☑

Series 1

Category: Mount

Rarity: Common

Kahn carried Mulan into battle. Now this noble steed can take you for a ride.

STITCH'S BLASTER

Got it? ☑

Series 1

Category: Weapon

Rarity: Common

Experiment 626 has left behind his blaster. Place this Power Disc on the pad and you can use it to attack your enemies at a distance.

CARL FREDRICKSEN'S CANE

Got it? ☑

Series 1

Category: Weapon

Rarity: Common

Not only does this keep Mr. Fredricksen from falling over, it can also be used to whack enemies. Just pop this Power Disc onto the pad to get this item added to your Tools/Pack collection.

DUMBO THE FLYING ELEPHANT

Got it? ☑

Series 1

Category: Air Vehicle

Rarity: Rare

Dumbo the Flying Elephant from the Disney theme parks spawns in the Toy Box when you use this Power Disc. Use it to fly around the world.

ASTRO BLASTERS SPACE CRUISER

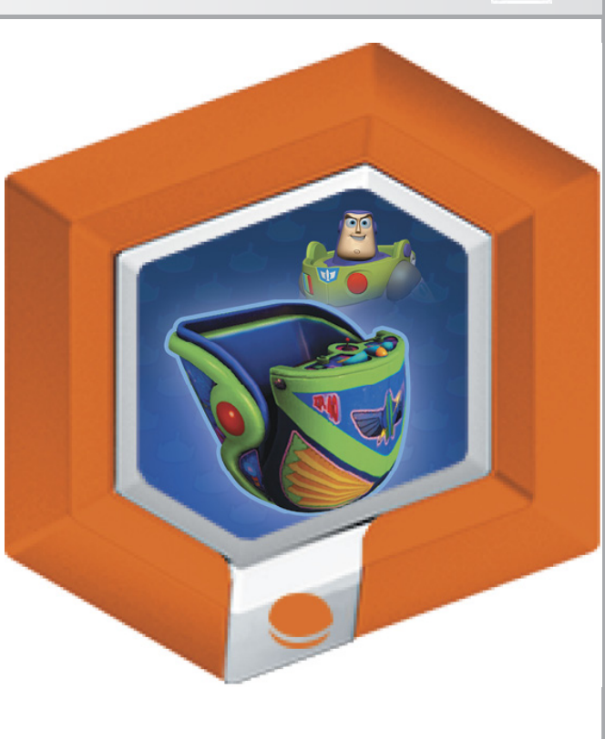
Got it? ☑

Series 1

Category: Vehicle

Rarity: Rare

This vehicle looks like the ride vehicles in the Buzz Lightyear's Astroblasters ride at the Disney theme parks. It stays on the ground, but has a built-in blaster.



ABU THE ELEPHANT

Got it? ☑

Series 1

Category: Mount

Rarity: Rare

Remember when Genie changed Abu the Monkey into an elephant for Prince Ali's entrance into Agrabah? Now he can carry your character around a Toy Box World.

PIZZA PLANET DELIVERY TRUCK

Got it? ☑

Series 2

Category: Vehicle

Rarity: Common

This elusive truck has appeared in numerous Pixar movies including *Toy Story*. Drive this iconic vehicle in the Toy Box.

MAXIMUS

Got it? ☑

Series 2

Category: Mount

Rarity: Common

This steed is tough, but with a big heart. He instantly falls for Rapunzel and even becomes friends with his former nemesis, Flynn Rider.

HEADLESS HORSEMAN'S HORSE

Got it? ☑

Series 2

Category: Mount

Rarity: Common

The very sight of the horse of the Headless Horseman is enough to give anyone a real nightmare.

FLAMINGO CROQUET MALLET

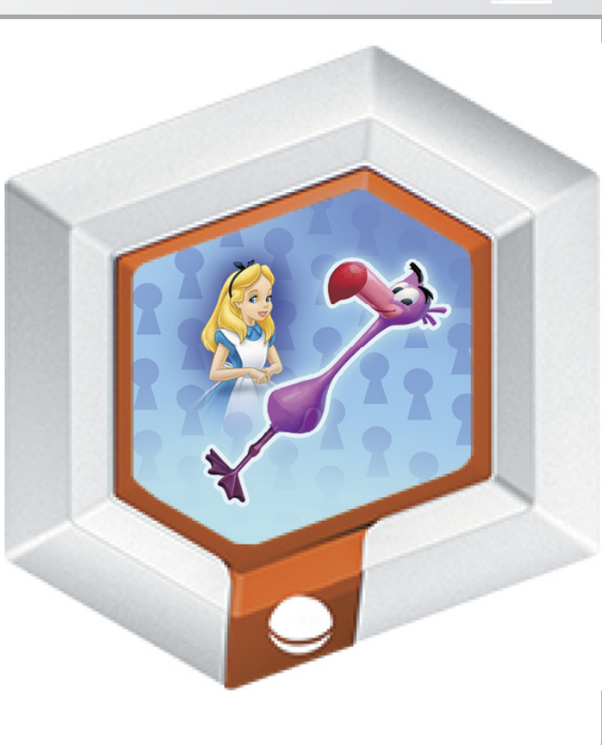
Got it? ☑

Series 2

Category: Weapon

Rarity: Common

Use this toy for a quick game against the Queen of Hearts or as a combat club.



HANGIN' TEN STITCH WITH SURFBOARD

Got it? ☑

Series 2

Category: Hover Board

Rarity: Common

Jump on this hover surfboard to move around quickly as Stitch goes along for the ride up in front.

MIKE'S NEW CAR

Got it? ☑

Series 2

Category: Vehicle

Rarity : Common

Take Mike Wazowski's vehicle out for a spin.

CAPTAIN HOOK'S SHIP

Got it? ☑

Series 2

Category: Air Vehicle

Rarity: Rare

Ahoy, this ain't no mere seafaring vessel. This special ship can fly!

THE ELECTRIC MAYHEM BUS

Got it? ☑

Series 2

Category: Vehicle

Rarity: Rare

With this you can drive the famous bus The Muppets used to go on their many adventures.

CONDOR WING GLIDER

Got it? ☑

Series 2

Category: Air Vehicle

Rarity: Rare

Based on the film *Condorman*, you can become a soaring superhero, like the film's comic Illustrator, when you activate this glider.

CRUELLA DE VIL'S CAR

Got it? ☑

Series 3

Category: Vehicle

Rarity: Common

Jump in the villain's car from *101 Dalmatians* to chase after friends and foes.

DISNEY PARKS PARKING LOT TRAM

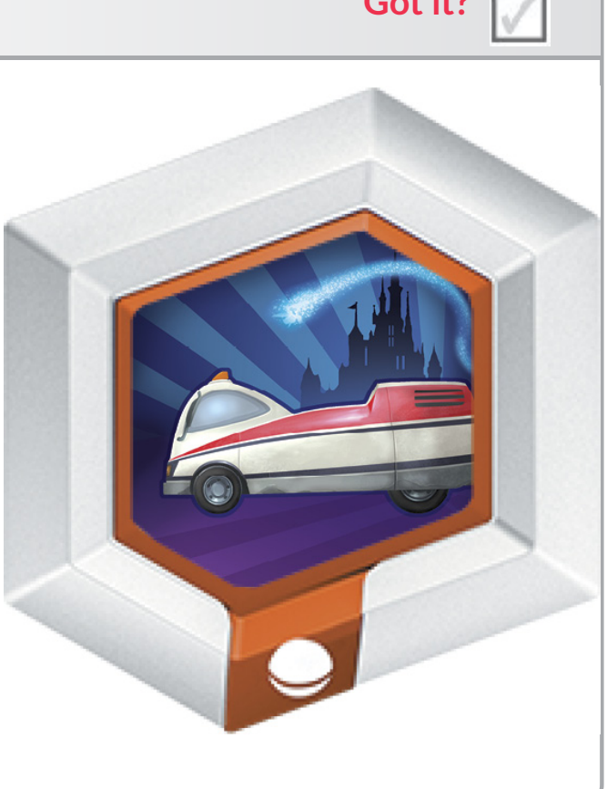
Got it? ☑

Series 3

Category: Vehicle

Rarity: Common

This vehicle can bring back fond memories of a trip to the Disney Parks. It provides the great comedic value of driving around a parking lot tram, especially when challenging fancy race cars.



CALICO HELICOPTER

Got it? ☑

Series 3

Category: Vehicle

Rarity: Common

The cunning and merciless villain from *Bolt* is always surrounded by cats and is a master strategist. Take control of Dr. Calico's helicopter, which is fully equipped with rockets to rain fire from above.

PHILLIPE

Got it? ☑

Series 3

Category: Mount

Rarity: Common

The loyal horse from *Beauty and the Beast* is the trusty companion and only mode of transportation for Belle and her father Maurice. The horse is loyal, but has been known to get spooked easily.

TANTOR

Got it? ☑

Series 3

Category: Mount

Rarity : Common

Tantor often seems to be timid and even cowardly. However, the gentle elephant has a deep bond with his friends and is often inspired to acts of bravery.

ANGUS

Got it? ☑

Series 3

Category: Mount

Rarity: Common

The beautiful black Clydesdale from *Brave* is fiercely loyal to Merida. Although he can be stubborn at times, his strong bond to his owner allows him to be coaxed into almost anything.

DRAGON FIREWORK CANNON

Got it? ☑

Series 3

Category: Weapon

Rarity: Common

This cannon from *Mulan* originated in ancient China and precedes modern guns as one of the first projectile-launching weapons.

TOY STORY MANIA BLASTER

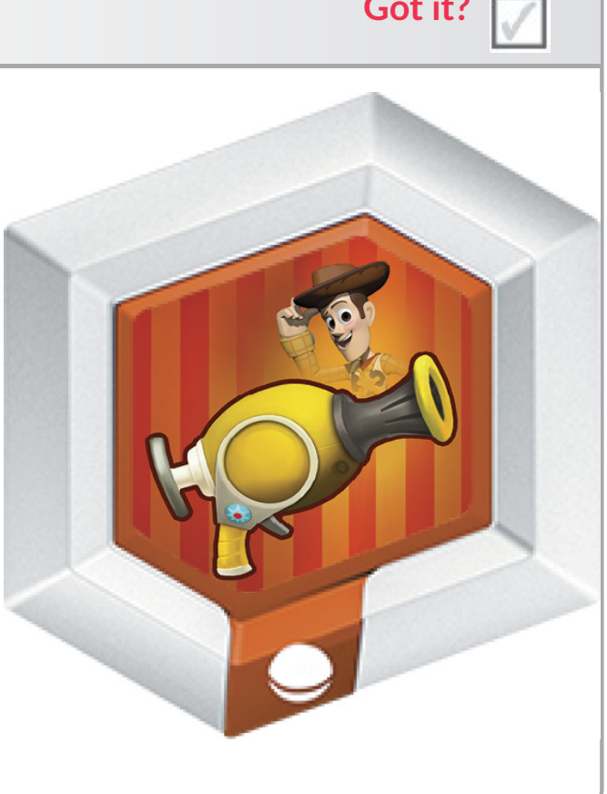
Got it? ☑

Se ries 3

Category: Weapon

Rarity : Common

This toy originates from the Toy Story Midway Mania ride in Disney Parks. Unlike the Goo Guns from the Toy Story Play Set, this is a weapon designed to damage opponents.



WALL-E'S FIRE EXTINGUISHER

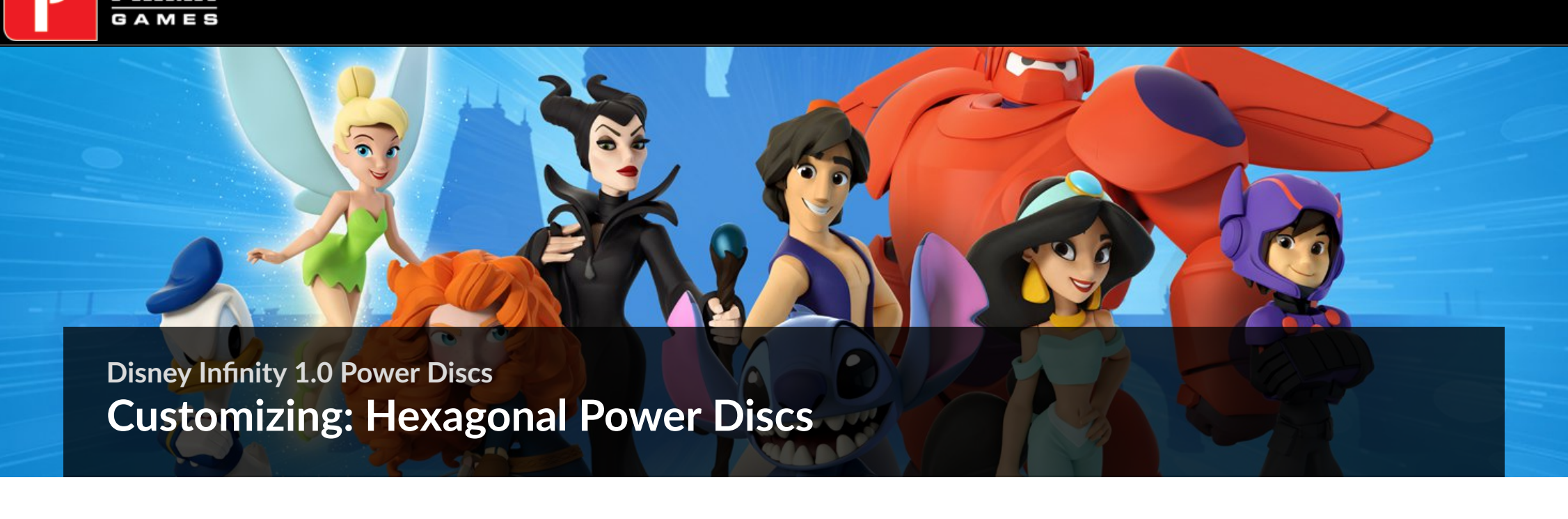
Got it? ☑

Series 3

Category: Prop

Rarity: Rare

A rare toy inspired by a classic scene from *WALL-E*,it allows characters to use the propulsion from a fire extinguisher to hover in the air.



Disney Infinity 1.0 Power Discs

Customizing: Hexagonal Power Discs

CUSTOMIZING: HEXAGONAL POWER DISCS

KING CANDY'S DESSERT TOPPINGS

Got it? ☑

Series 1

Category: Texture Set

Rarity: Common

While in a Toy Box, place this Power Disc on the pad to change the theme of the ground and themed terrain to that of the Sugar Rush video game in *Wreck-It Ralph*.

SUGAR RUSH SKY

Got it? ☑

Series 1

Category: Sky Theme

Rarity: Common

This Power Disc changes the sky theme of your Toy Box World to Sugar Rush, and also includes the music of this theme.

ALICE'S WONDERLAND

Got it? ☑

Series 1

Category: Texture Set

Rarity: Common

Theme the land and terrain of your Toy Box World to that of Wonderland.

TULGEY WOOD

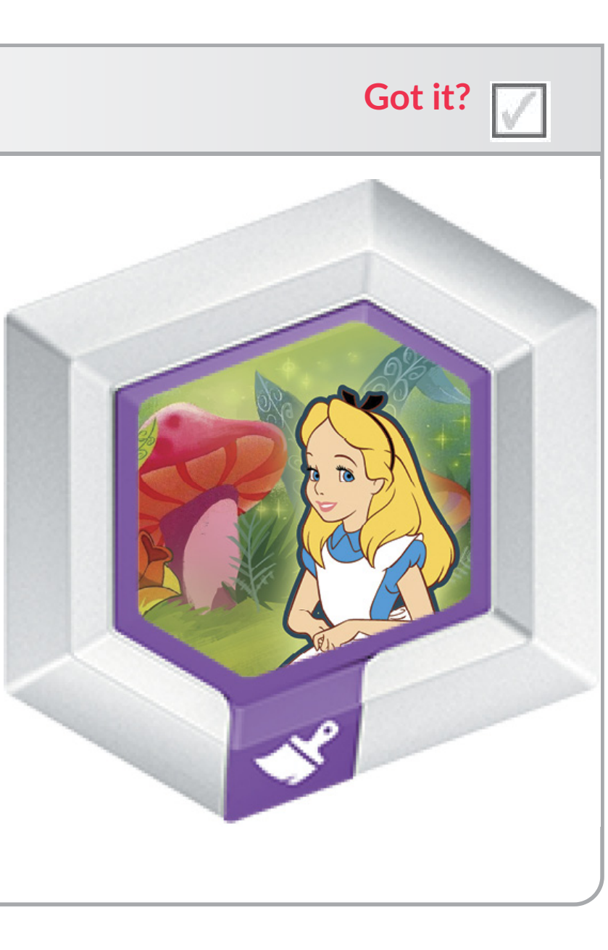
Got it? ☑

Series 1

Category: Sky Theme

Rarity: Common

Change the sky theme and music in your Toy Box World to that of *Alice in Wonderland*.



MARLIN'S REEF

Got it? ☑

Series 1

Category: Texture Set

Rarity: Common

This Power Disc makes the land look like the bottom of the ocean and changes the terrain to an aquatic look.

NEMO'S SEASCAPE

Got it? ☑

Series 1

Category: Sky Theme

Rarity: Common

The sky theme changes to a watery atmosphere when you use this Power Disc.

RAPUNZEL'S KINGDOM

Got it? ☑

Series 1

Category: Texture Set

Rarity: Common

The texture and terrain take on a theme from the movie *Tangled* with this Power Disc.

RAPUNZEL'S BIRTHDAY SKY

Got it? ☑

Series 1

Category: Sky Theme

Rarity: Common

Lanterns fill the night sky theme as you listen to music from *Tangled* when you use this Power Disc.

FROZEN FLOURISH

Got it? ☑

Series 2

Category: Texture Set

Rarity: Common

Make the terrain a winter wonderland inspired by *Frozen* with this icy texture set.

CHILL IN THE AIR

Got it? ☑

Series 2

Category: Sky Theme

Rarity: Common

Change the sky theme to chilly snow-covered hills and trees inspired by *Frozen*.

NEW HOLLAND SKYLINE

Got it? ☑

Series 2

Category: Sky Theme

Rarity: Common

The sky theme becomes a gray cloudy scene out with a full moon, tombstones, and the Holland windmill straight out of *Frankenweenie*.

VICTOR'S EXPERIMENTS

Got it? ☑

Series 2

Category: Texture Set

Rarity: Common

Give the Toy Box a grey monochrome theme filled with textures from *Frankenweenie*.

HALLOWEENTOWN SKY

Got it? ☑

Series 2

Category: Sky Theme

Rarity: Common

The sky theme takes on the spooky appearance of *The Nightmare Before Christmas* including the infamous Spiral Hill and yellow moon.

JACK'S SCARY DECORATIONS

Got it? ☑

Series 2

Category: Texture Set

Rarity: Common

Turn the Toy Box into Halloweentown with the theme and texture set from *The Nightmare Before Christmas*.

WALL-E'S COLLECTION

Got it? ☑

Series 3

Category: Texture Set

Rarity: Common

Transform the Toy Box into the desolate wasteland that the Earth has become due to consumerism and neglect.

BUY 'N' LARGE ATMOSPHERE

Got it? ☑

Series 3

Category: Sky Theme

Rarity: Common

The sky theme becomes a swirling dustbowl filled with empty buildings that are mere husks of their former glory. The most notable thing in the barren horizon are the numerous Buy 'N' Large signs.

TRI-STATE AREA TERRAIN

Got it? ☑

Series 3

Category: Texture Set

Rarity: Common

A simple and subtle texture, along with a few gadgets, that is reminiscent of summertime when Phineas and Ferb create their incredible inventions.

DANVILLE SKY

Got it? ☑

Series 3

Category: Sky Theme

Rarity: Common

Turn the sky theme into the backdrop of Phineas and Ferb's Tri-State Area. One of their greatest projects, a giant roller coaster, can be seen off in the distance. In addition, you can spot the iconic building of Doofenshmirtz Evil Incorporated, the lair of Agent P's nemesis.

ON THE GRID

Got it? ☑

Special

Category: Texture Set

Rarity: Common

Change the terrain and texture to a TRON theme by using this Power Disc.

TRON INTERFACE

Got it? ☑

Special

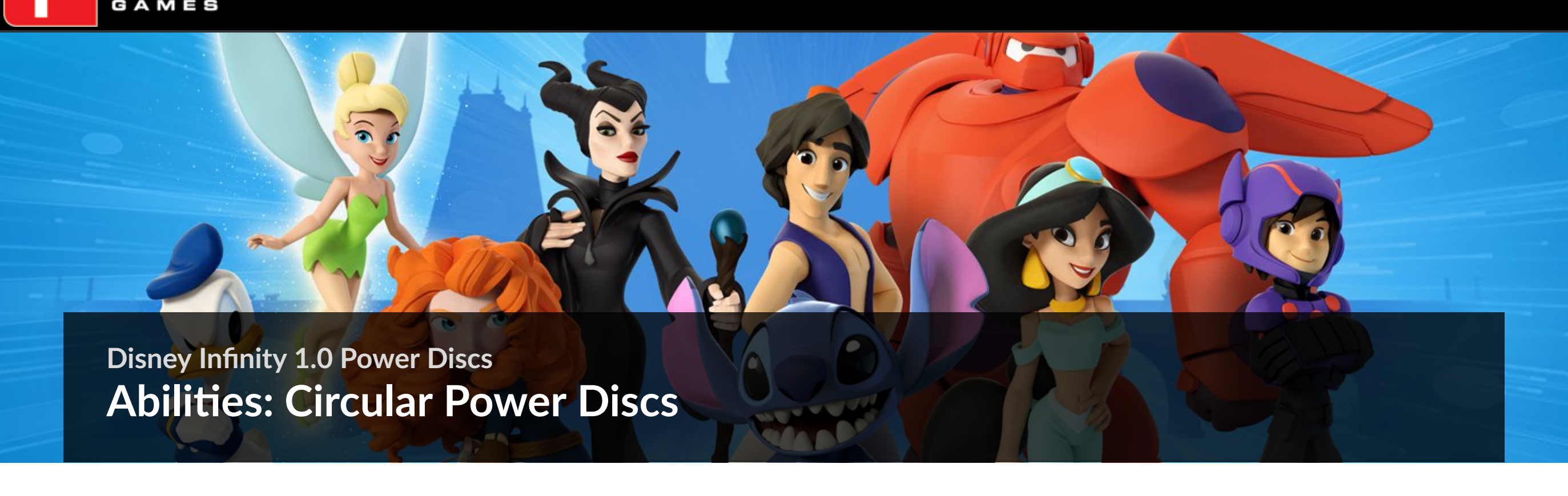
Category: Sky Theme

Rarity: Common

This Power Disc changes the sky theme of your Toy Box World to a TRON theme.

Collection and Trade Events

The very nature of purchasing Power Discs in a blind bag leaves them a big mystery, and that makes them collectible. The common discs have about a 5% chance of appearing in the foil bag while the rare discs only have about a 2% chance of showing up. There are some tricks to try to feel the foil packaging to get an idea of the type of disc you could be getting (circular or hexagonal), but you still can't guess exactly what is inside. You can find specific Power Discs in any secondhand marketplace, but the best way to collect them is to swap with friends. If you don't have a community to trade with, look for retail swap events where you can meet new people and try to complete your collection.



Disney Infinity 1.0 Power Discs
Abilities: Circular Power Discs

ABILITIES: CIRCULAR POWER DISCS

BOLT'S SUPER STRENGTH

Got it? ☑

Series 1

Category: Damage

Rarity: Common

When you have this Power Disc under your character, your character has a 2% chance of inflicting 15 additional damage in both melee and ranged combat. This is cumulative, so if you have two of these discs, you have a 4% chance of inflicting more damage. This is useful in the Play Sets and the Toy Box—especially when you are facing lots of enemies.

FIX-IT FELIX'S REPAIR POWER

Got it? ☑

Series 1

Category: Health

Rarity : Common

Put this under your character and you get a 25% chance of receiving 100 more health, which can help keep you in the battle longer. Again, these are cumulative, so you have an even better chance to get health by stacking two of these Power Discs under your character.

C.H.R.O.M.E. ARMOR SHIELD

Got it? ☑

Series 1

Category: Armor

Rarity: Common

While this Power Disc is placed under your character, you have a 3% chance of receiving 4 seconds of invulnerability. Stack two of these so you get a 6% chance for invulnerability.

PIECES OF EIGHT

Got it? ☑

Series 1

Category: Economy

Rarity: Common

When you are playing in the Play Sets, you need to collect Sparks to purchase new tools and toys. Therefore, put one of these Power Discs under your character to get a 2% chance to collect an extra 25 Sparks. If you stack a second one, the greater your chance of getting this bonus.

RALPH'S POWER OF DESTRUCTION

Got it? ☑

Series 2

Category: Damage

Rarity: Common

Summon the destructive power of Ralph for a chance to deal 15% extra damage.

DR. DOOFENSHMIRTZ'S DAMAGE-INATOR!

Got it? ☑

Series 2

Category: Damage

Rarity : Common

Dr. Doofenshmirtz is at it again with a brand new Inator invention, which has a chance to deal 15% extra damage.

ELECTRO-CHARGE

Got it? ☑

Series 2

Category: Health

Rarity: Common

Young Victor Frankenstein has mastered an electrical method to grant 10% more health.

STAR COMMAND SHIELD

Got it? ☑

Series 2

Category: Armor

Rarity: Common

A good Space Ranger never leaves home without some extra protection, like this trusty shield that blocks 15% damage.

USER CONTROL

Got it? ☑

Series 2

Category: Economy

Rarity : Common

Summon the power of a User to gain experience at a 10% faster rate.

CHERNABOG'S POWER

Got it? ☑

Series 3

Category: Damage

Rarity: Common

A representation of pure evil from *Fantasia*, you can summon the demonic power of this villain to do 3% more damage.

RAPUNZEL'S HEALING

Got it? ☑

Series 3

Categor y: Health

Rarity: Common

The magic of Rapunzel's hair does more than make her blonde locks continue to grow. Her golden hair has healing properties that can give a character 40% more health.

VIOLET'S FORCE FIELD

Got it? ☑

Series 3

Category: Armor

Rarity: Common

The quiet daughter of the Incredibles can not only turn invisible, she can also generate a force field that can reduce damage by 3%.

MICKEY'S SORCERER HAT

Got it? ☑

Series 3

Category: Economy

Rarity: Common

The infamous and iconic hat from *The Sorcerer's Apprentice* allows characters to gain experience at a 2% faster rate.

EMPEROR ZURG'S WRATH

Got it? ☑

Special

Category: Economy

Rarity : Common

When you are using this Power Disc, your character's in game weapons do 15% more damage.

SCROOGE MCDUCK'S LUCKY DIME

Got it? ☑

Special

Category: Economy

Rarity: Common

Use Scrooge McDuck's Lucky Dime and when your character collects blue Sparks, they get 20% more.

C.H.R.O.M.E. DAMAGE INCREASER

Got it? ☑

Special

Category: Economy

Rarity: Common

Your character's weapons do 10% more damage when you have the C.H.R.O.M.E. Damage Increaser under your character.

MERLIN'S SUMMON

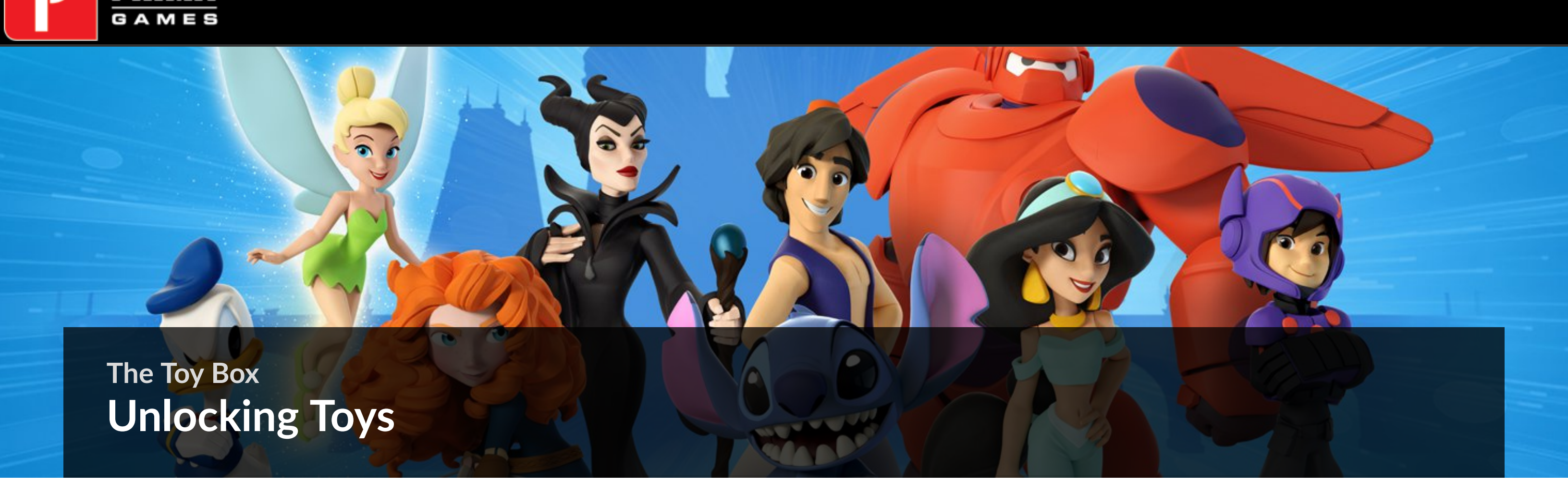
Got it? ☑

Special

Category: Economy

Rarity: Common

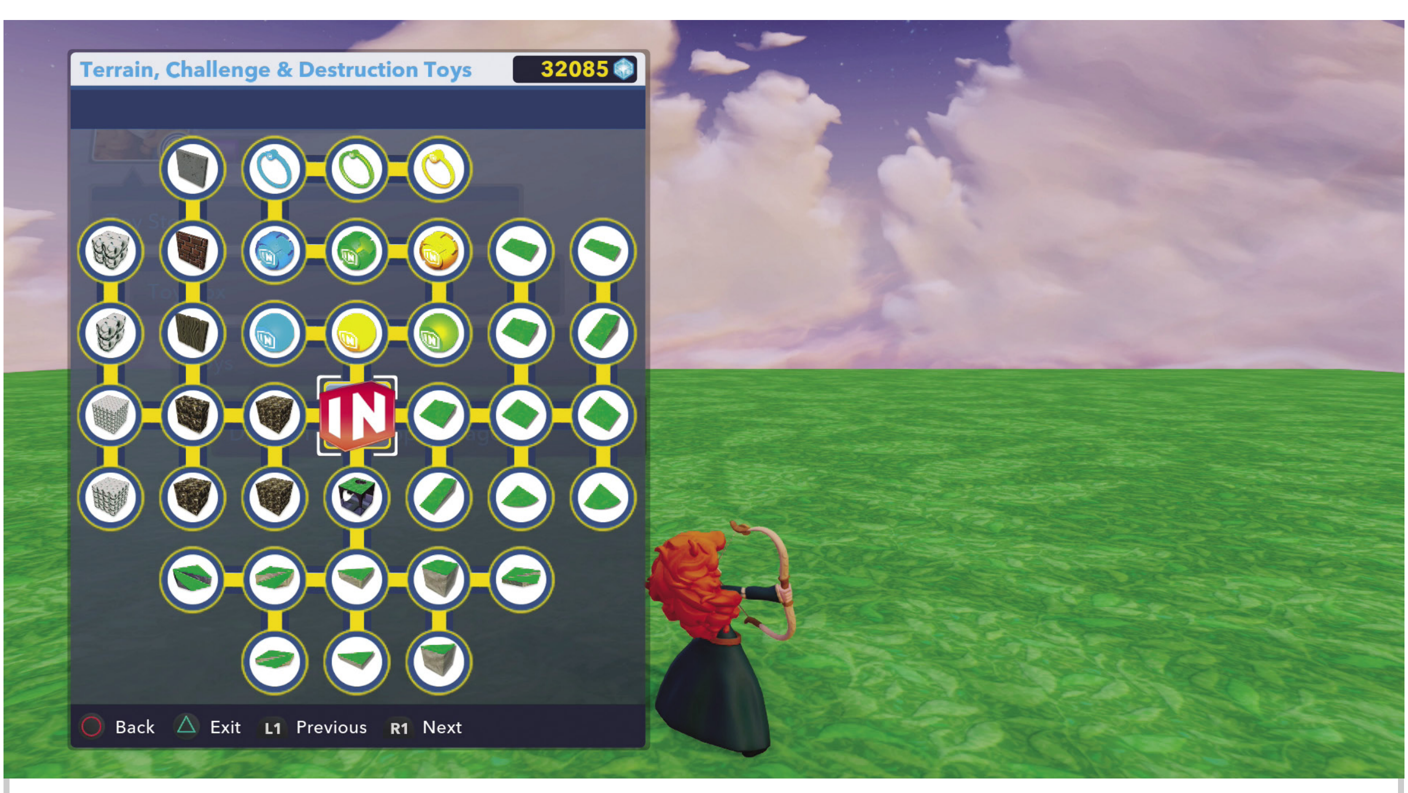
Use Merlin's Summon and your characters can pick up Sparks in a larger radius, saving you time and effort.



The Toy Box

Unlocking Toys

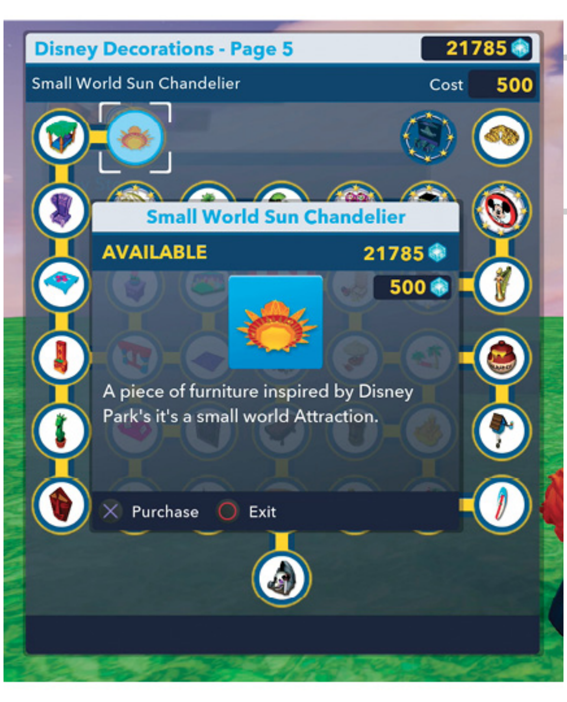
There are so many things you can do in *Disney Infinity: Toy Box 2.0 Edition*. While you can play all of the Toy Box Games, finish all of the missions from the Toy Box hosts in the Toy Box Introduction world, and decorate your INterior, there is still much more to do. In fact, the only limit is your imagination as you create your own Toy Box Worlds.


Terrain, Challenge & Destruction Toys
32085
Back
Exit
L1 Previous
R1 Next

There are thousands of toys available in Disney Infinity: Toy Box 2.0 Edition. While some are available right from the start, most must be unlocked.

When you want to create in the Toy Box, you want some toys to place in your world. Therefore, you need to purchase or unlock the toys you want. There are several different ways to add toys to your Toy Box.

THE TOY STORE


Disney Decorations - Page 5
21785
Small World Sun Chandelier
Cost 500
Small World Sun Chandelier
AVAILABLE
21785
500
Purchase
Exit

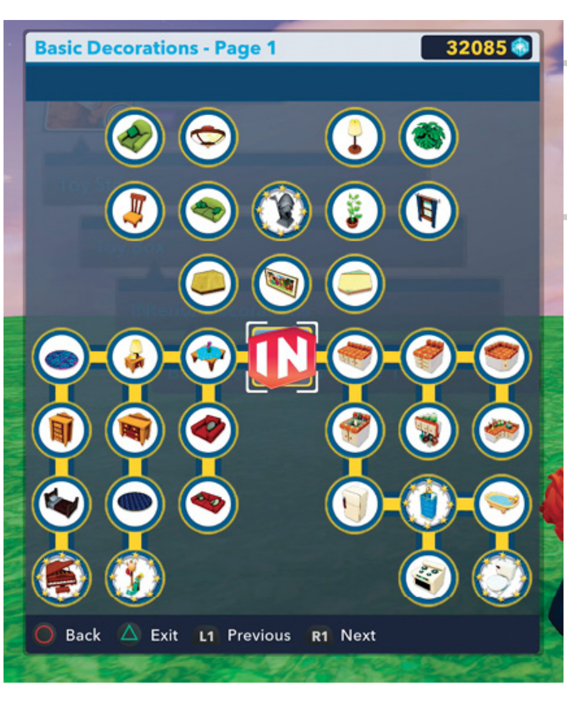
A piece of furniture inspired by Disney Park's it's a small world Attraction.

Spend all those blue Sparks at the Toy Store. What else are you going to use them for?

One way to unlock toys is to go to the Toy Store and purchase them. The blue Sparks you collect as you play in the Toy Box Games, as well as by completing the Toy Box host missions, are the currency you use to purchase toys. Some toys are inexpensive while others are quite costly. The Toy Box is organized into pages. Each page is similar to the Skill Trees used by the characters. Some toys can be purchased right away. Other toys require that you first purchase some toys along the tree in order to get to them.

Note

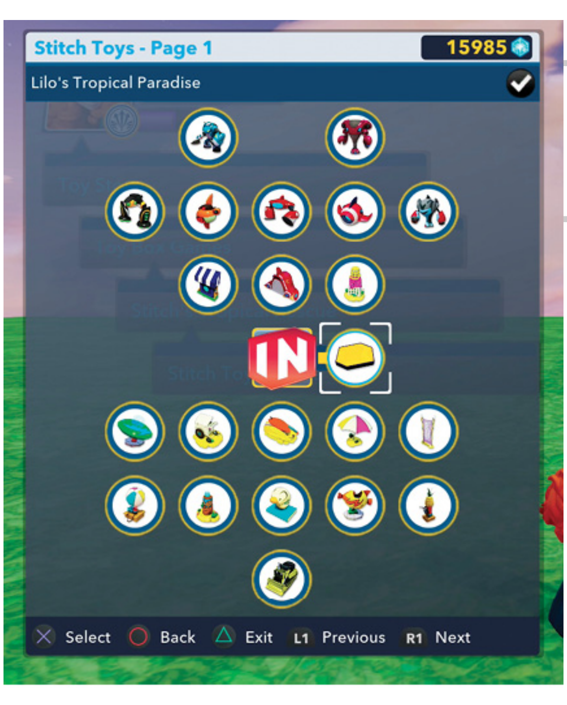
Not all toys can be purchased in the Toy Box. Some have to be earned by completing tasks or feats. Other toys must be unlocked in other ways and then are available for purchase.


Basic Decorations - Page 1
32085
Back
Exit
L1 Previous
R1 Next

Purchase INterior decorations to customize your INterior and get it exactly how you want it.

When purchasing toys, it is important to understand that there are two main categories of toys. Many of the toys are able to be placed within any Toy Box. However, there is a special category of toys called INterior decorations. These can only be used in your INterior. These include the various rooms you can use to add on to create your INterior as well as all of the items and themes you can use to decorate the rooms of your INterior. Many of the decorations are themed to help you create a room where the walls, floor, trim, and furniture and wall decorations are all coordinated.

UNLOCKING TOYS

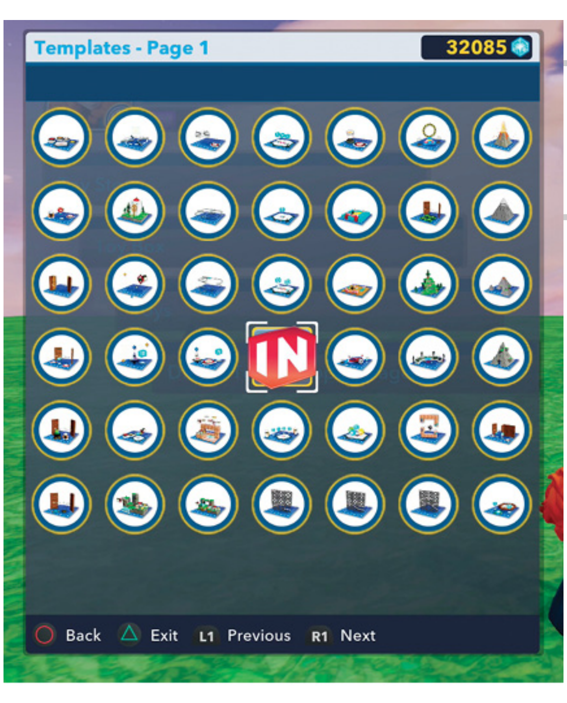

Stitch Toys - Page 1
15985
Lilo's Tropical Paradise
Select
Back
Exit
L1 Previous
R1 Next

Stitch Toys can only be unlocked by playing the Stitch's Tropical Rescue Toy Box Game.

Some toys can't be purchased: they must be earned as a reward. Others can only be unlocked by completing missions in the Toy Box Introduction or by playing the Toy Box Games. When you go into the Toy Store, these toys are not connected in the toy trees for purchase. If you want them, you will have to earn them.

Note

Marvel toys appear on specific pages in the Toy Store. In order to gain access to these toys, you must have Marvel Play Sets and/or Marvel Toy Box Games. Then when you place the Play Set piece or Toy Box Game on the Disney Infinity base and play these games, you unlock access to these pages. Some of the toys are earned by playing while others still have to be purchased once they are unlocked.


Templates - Page 1
32085
Back
Exit
L1 Previous
R1 Next

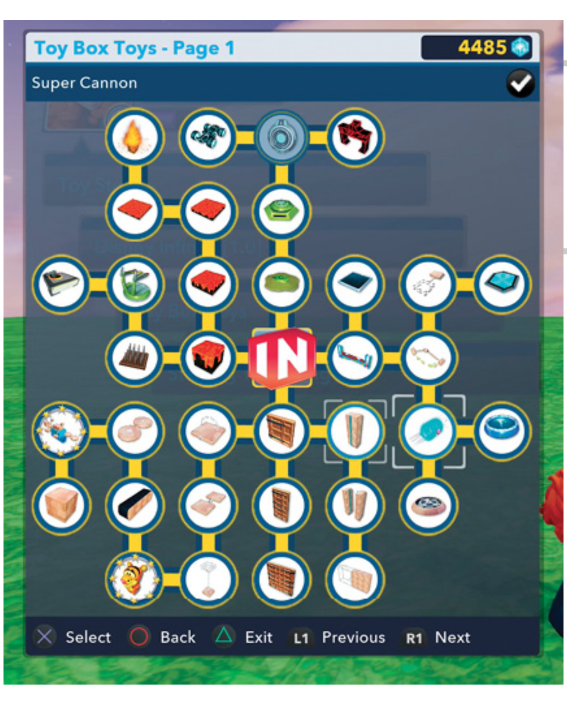
Templates can't be purchased. Instead, you get them by purchasing or otherwise acquiring other toys.

Several toys can't be purchased or earned. Builders, creators, and templates are acquired in a unique way. Each of these use several different toys. When you purchase all of the toys required for them, then the builders, creators, or templates are granted to you. They unlock automatically and there is no need to purchase them. Builders and creators are usually in the middle or at the end of a tree of toys so that by the time you reach them, you have already purchased the needed toys. Templates are found on two separate pages—there are a lot of them. They are not linked together in a tree. Instead, when you unlock all of the Creativi-Toys and other toys that are used by a template, the template becomes available for you to add to your Toy Box Worlds.

Tip

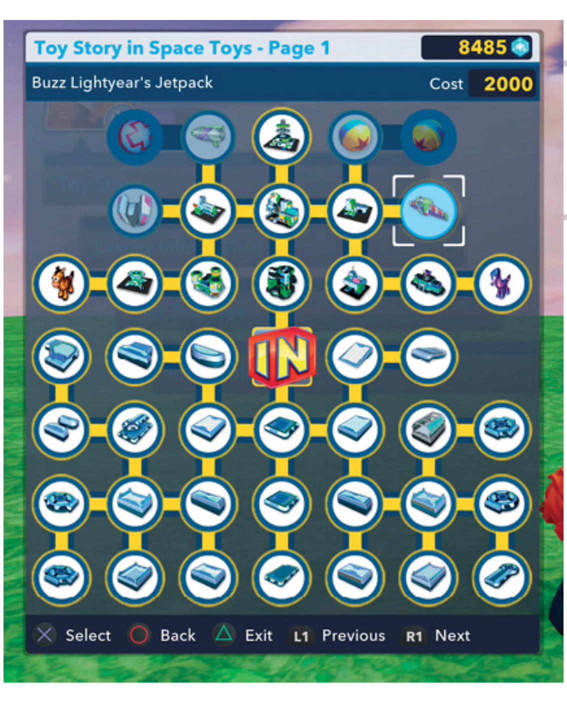
Be sure to complete all of the Toy Box host missions in the Toy Box Introduction world. You unlock some toys that would be very expensive if you had to purchase them.

DISNEY INFINITY 1.0 TOYS


Toy Box Toys - Page 1
4485
Super Cannon
Select
Back
Exit
L1 Previous
R1 Next

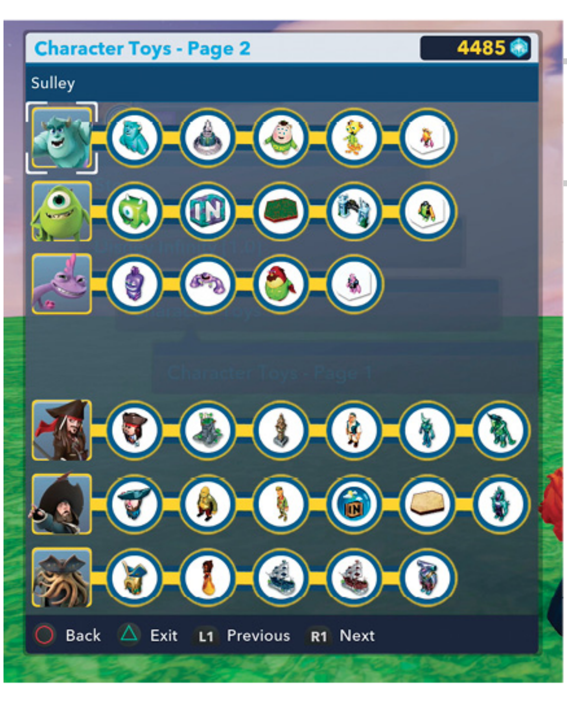
If you have Disney Infinity 1.0, you can access all the toys from that game as well. If not, you can still spend blue Sparks to get them.

Many of the toys in the Toy Store are from *Disney Infinity 1.0*. These are all available for purchase. However, if you have the original *Disney Infinity*, you can unlock a lot of these toys. If *Disney Infinity: Toy Box 2.0 Edition* detects that you have a Disney Infinity account on your game system, you automatically unlock all of the Toy Box toys from *Disney Infinity 1.0*—there are twelve pages of these toys. In addition, when you first play the game, you automatically get five pages of Starting toys whether you had *Disney Infinity 1.0* or not.


Toy Story in Space Toys - Page 1
8485
Buzz Lightyear's Jetpack
Cost 2000
Select
Back
Exit
L1 Previous
R1 Next

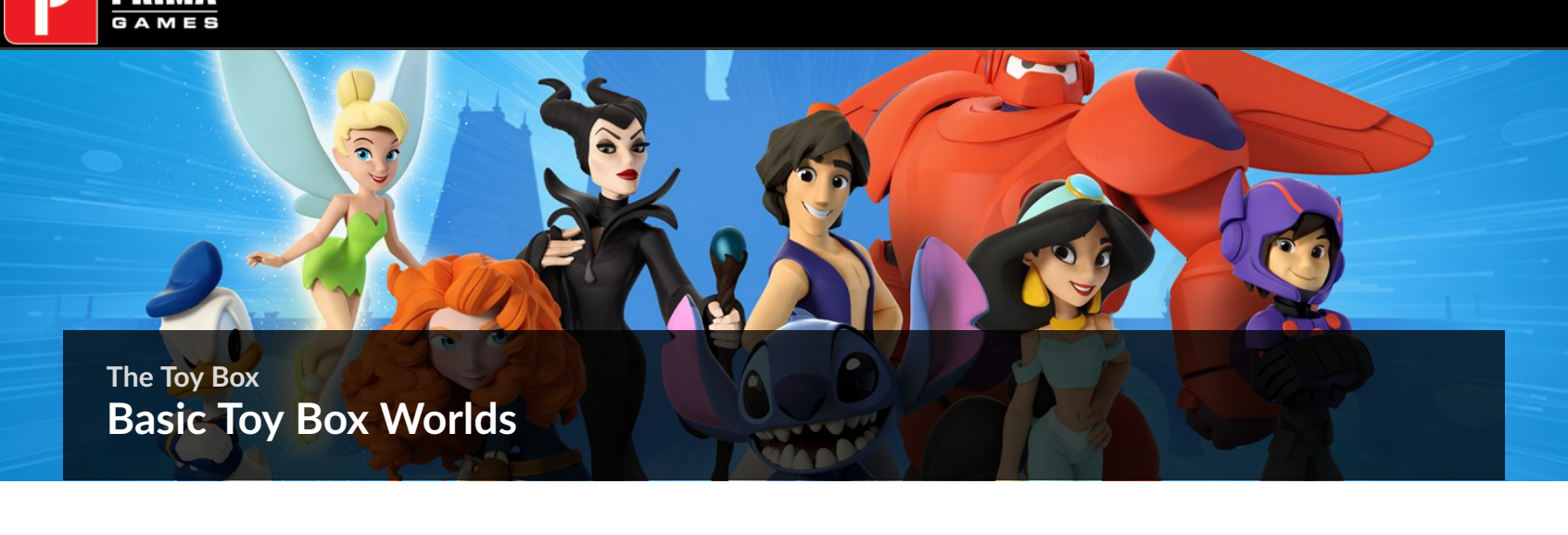
Toys from the Disney Infinity 1.0 Play Sets can add a lot to your Toy Box Worlds.

In *Disney Infinity 1.0*, you could unlock lots of toys by playing through the various Play Sets. While they are available to all players for purchase in the Toy Store, if you have those Play Sets, all you have to do is place one of the Play Set pieces on the Disney Infinity base to unlock all of the Play Set toys from that Play Set. No need to purchase them. They are yours without spending a single blue Spark.


Character Toys - Page 2
4485
Sulley
Back
Exit
L1 Previous
R1 Next

Some toys are linked to Disney Infinity 1.0 characters.

Finally, you can unlock the character toys by placing characters from *Disney Infinity 1.0* onto the Disney Infinity base. These often include townspeople, items, and textures related to the characters. If you don't have all of these characters, don't worry—you can still purchase these toys.

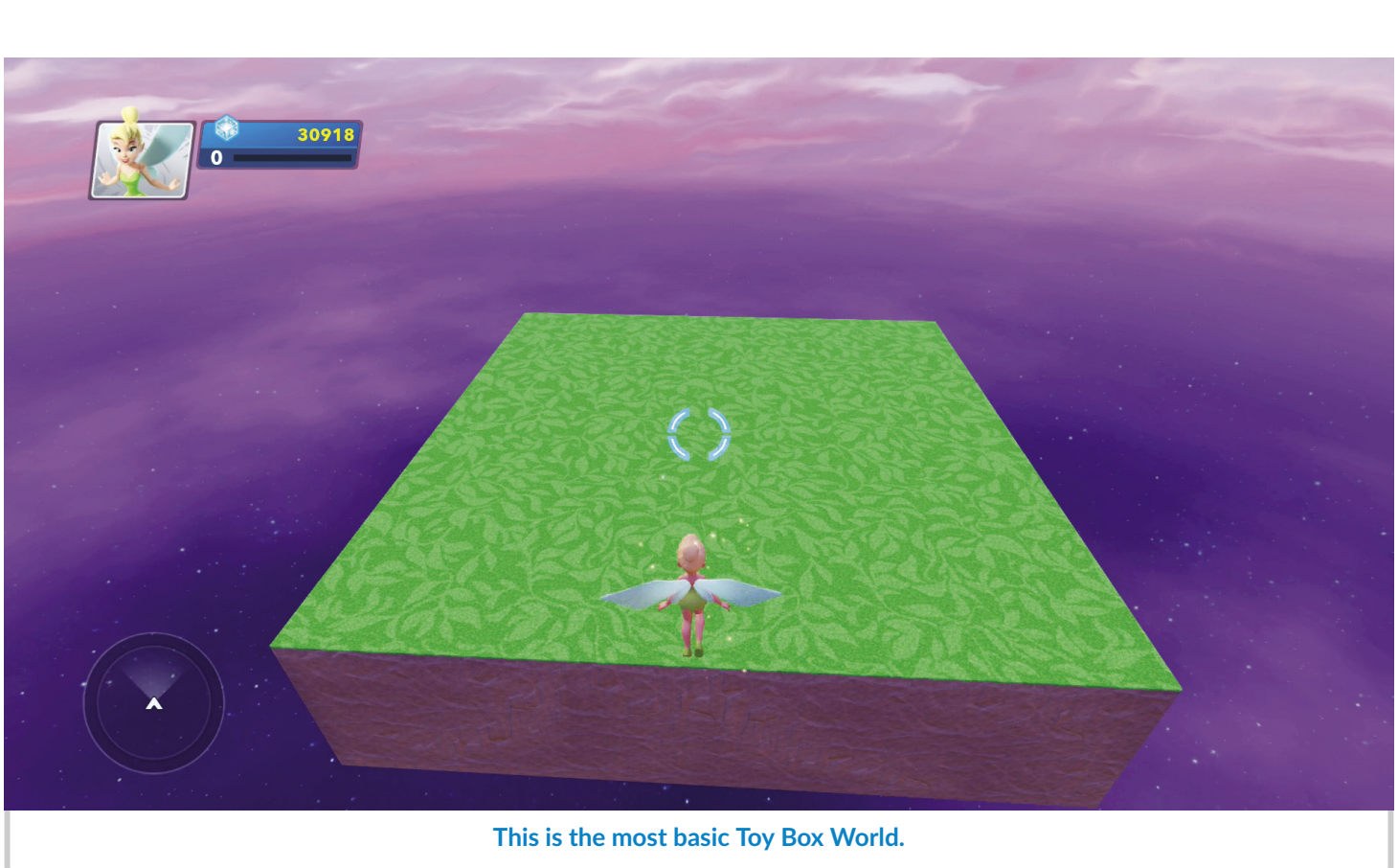


The Toy Box

Basic Toy Box Worlds

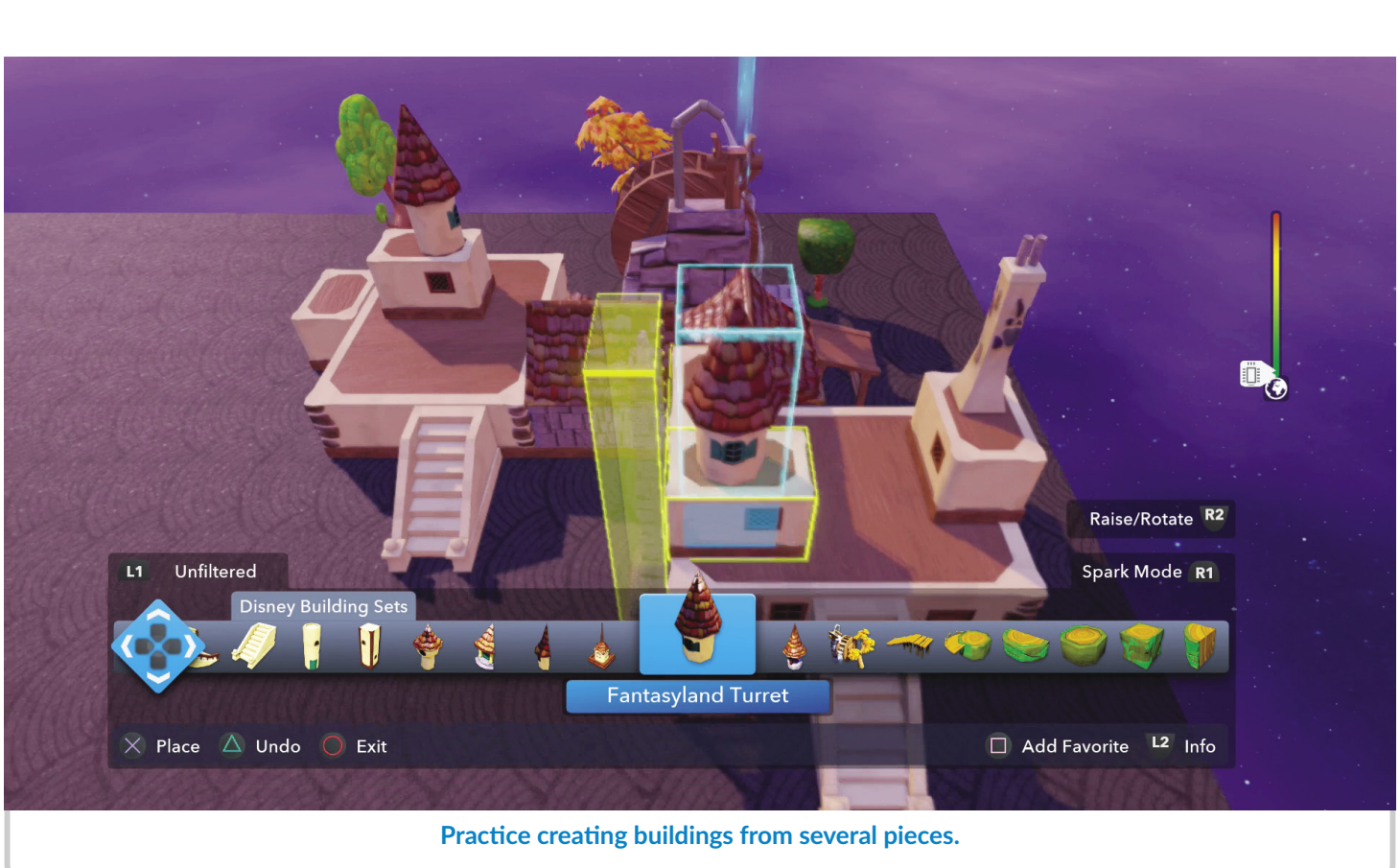
The Toy Box Introduction gives you a great example of some of the many things you can do in the Toy Box. When you want to create your very own Toy Box World, you can use one of the basic worlds to help you get started. Some of these worlds are quite detailed, while others are just starters that you can then build up how you want from the ground up—literally.

EMPTY TOY BOX



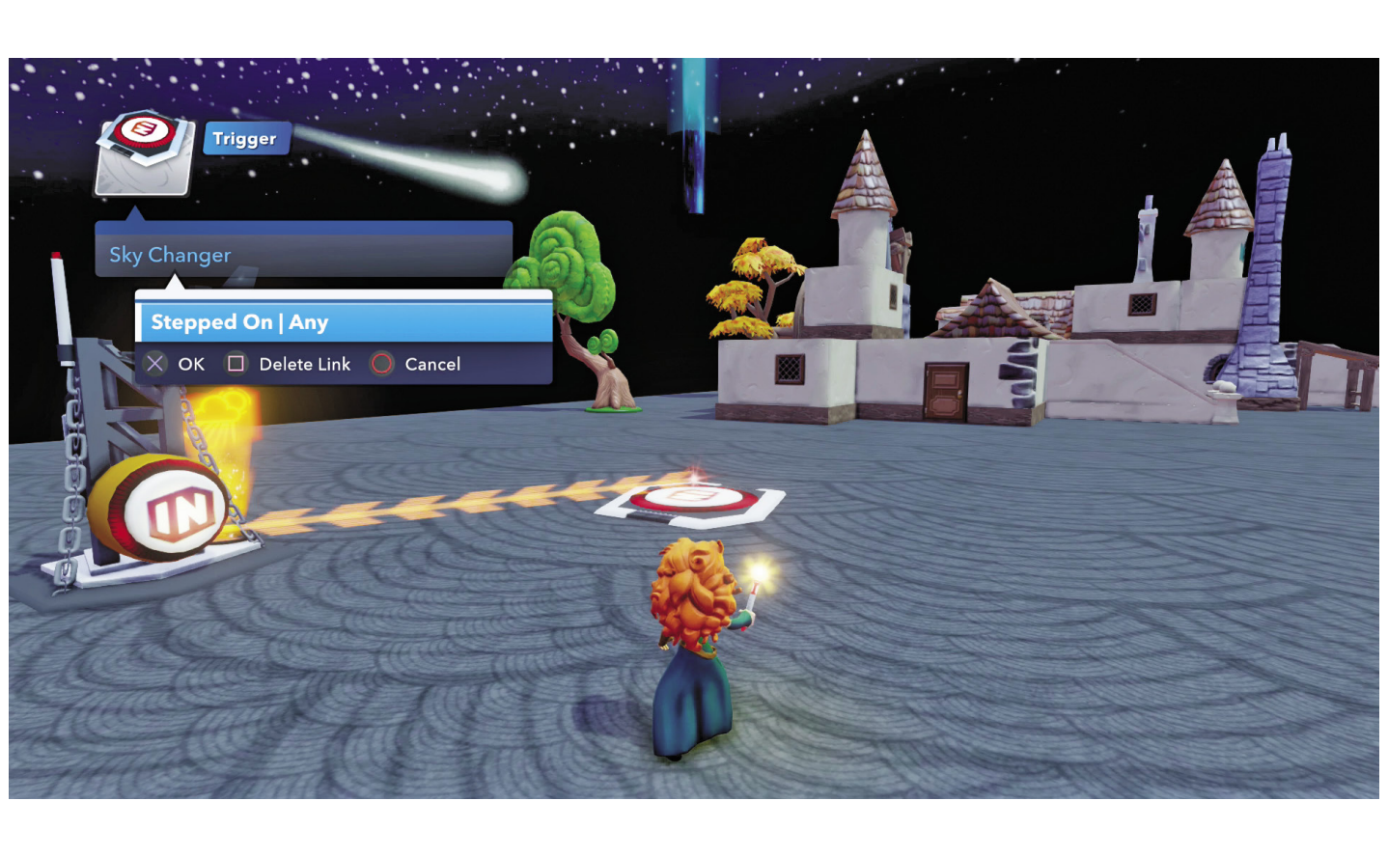
This is the most basic Toy Box World.

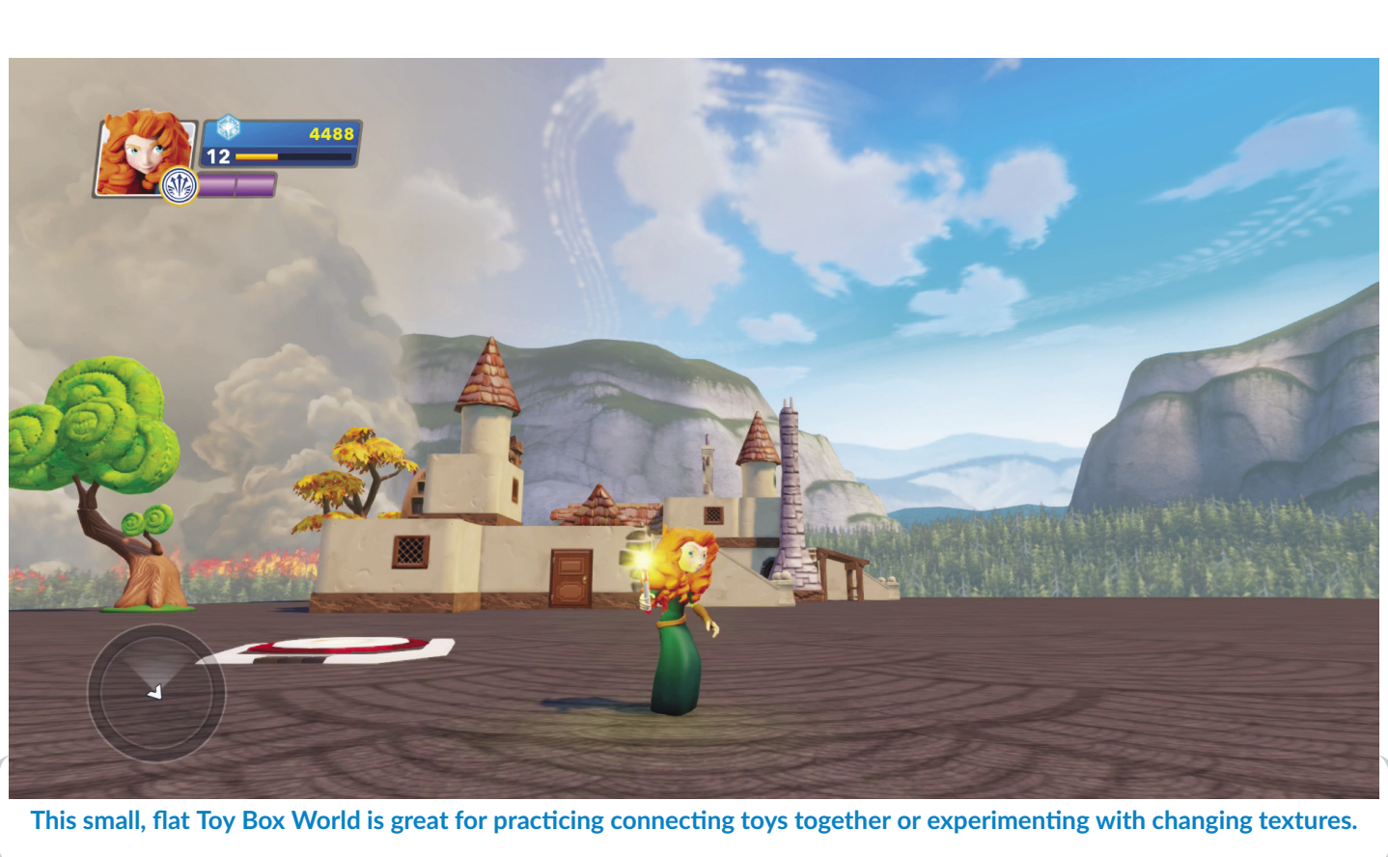
This Toy Box contains a few large pieces of flat terrain that create a small square of land. This is the best place to start if you want to create a world from scratch and don't want anything in your way. Add the terrain how you want it and then start placing toys.


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Disney Building Sets
Fantasyland Turret
Place
Undo
Exit
Add Favorite
L2 Info

Practice creating buildings from several pieces.

The Empty Toy Box is a great place to practice your creation skills and experiment with various types of toys. Try connecting toys so they interact with one another. The flat terrain is also great for templates because some need a large, flat area.


Trigger
Sky Changer
Stepped On | Any
OK
Delete Link
Cancel

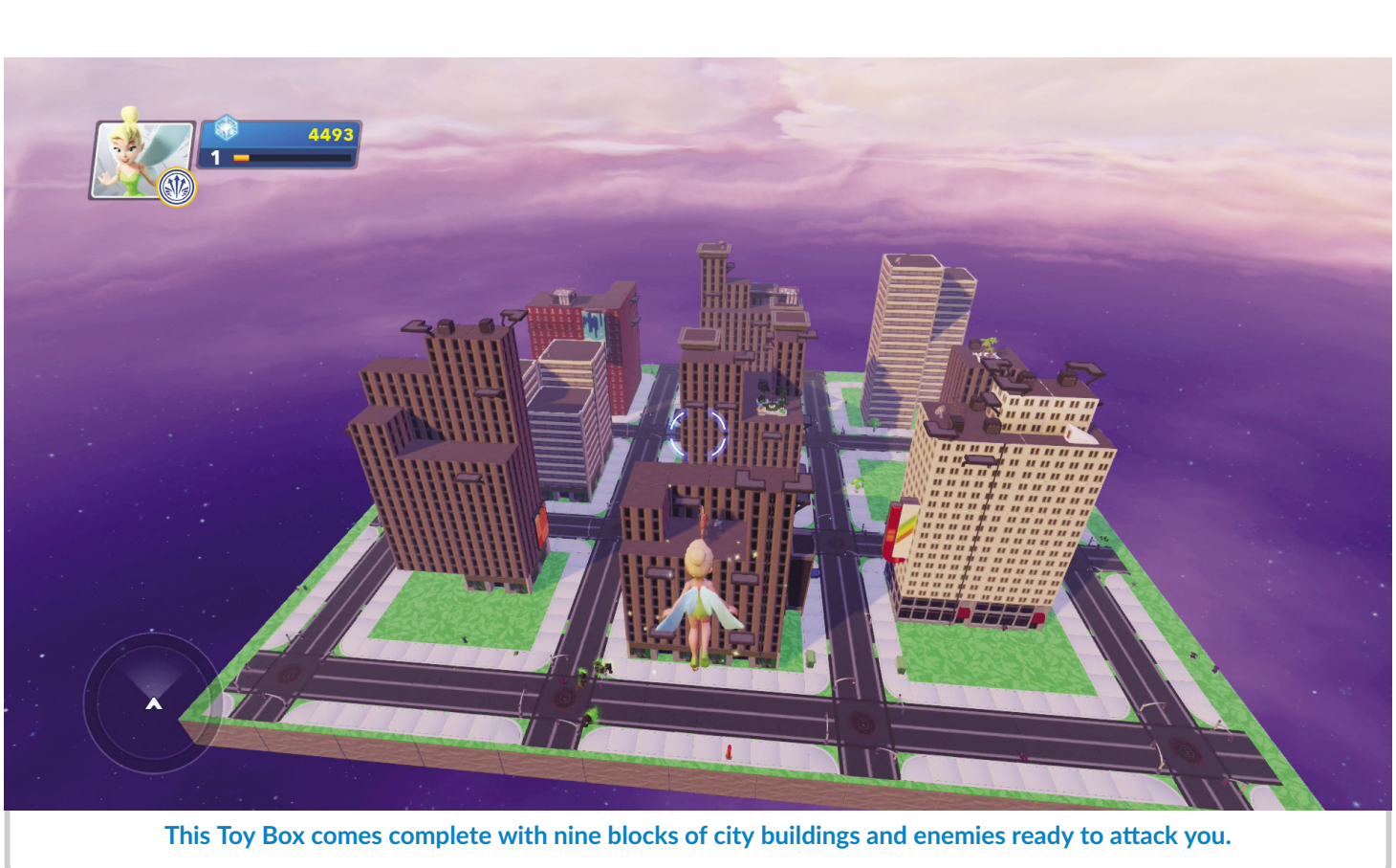


This small, flat Toy Box World is great for practicing connecting toys together or experimenting with changing textures.

Tip

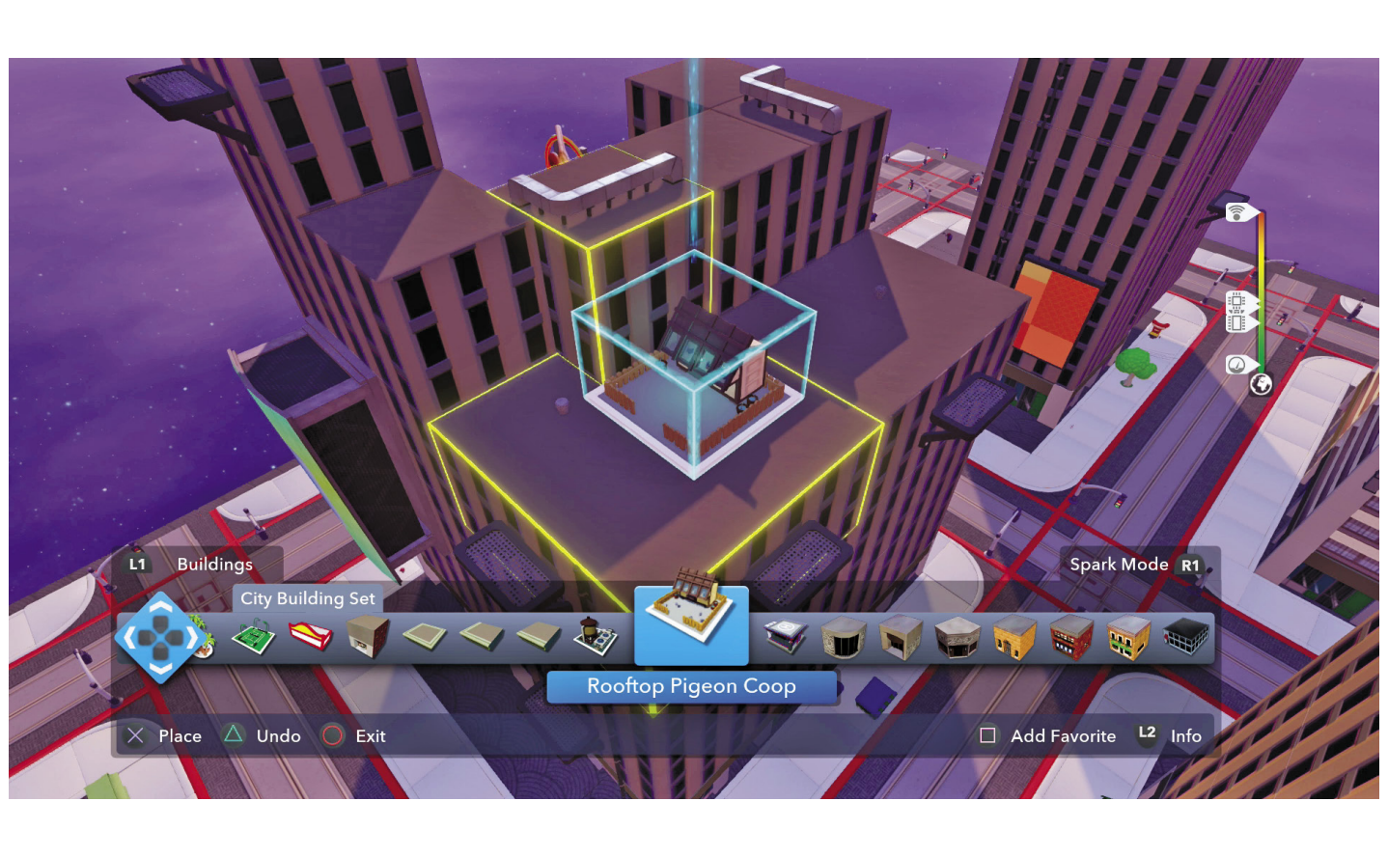
While other Toy Box Worlds are great for beginners because they do a lot of the work for you, the Empty Toy Box is a favorite of more experienced players. Many consider it a laboratory for testing out concepts on a smaller scale which they can then apply to larger, more complete worlds.

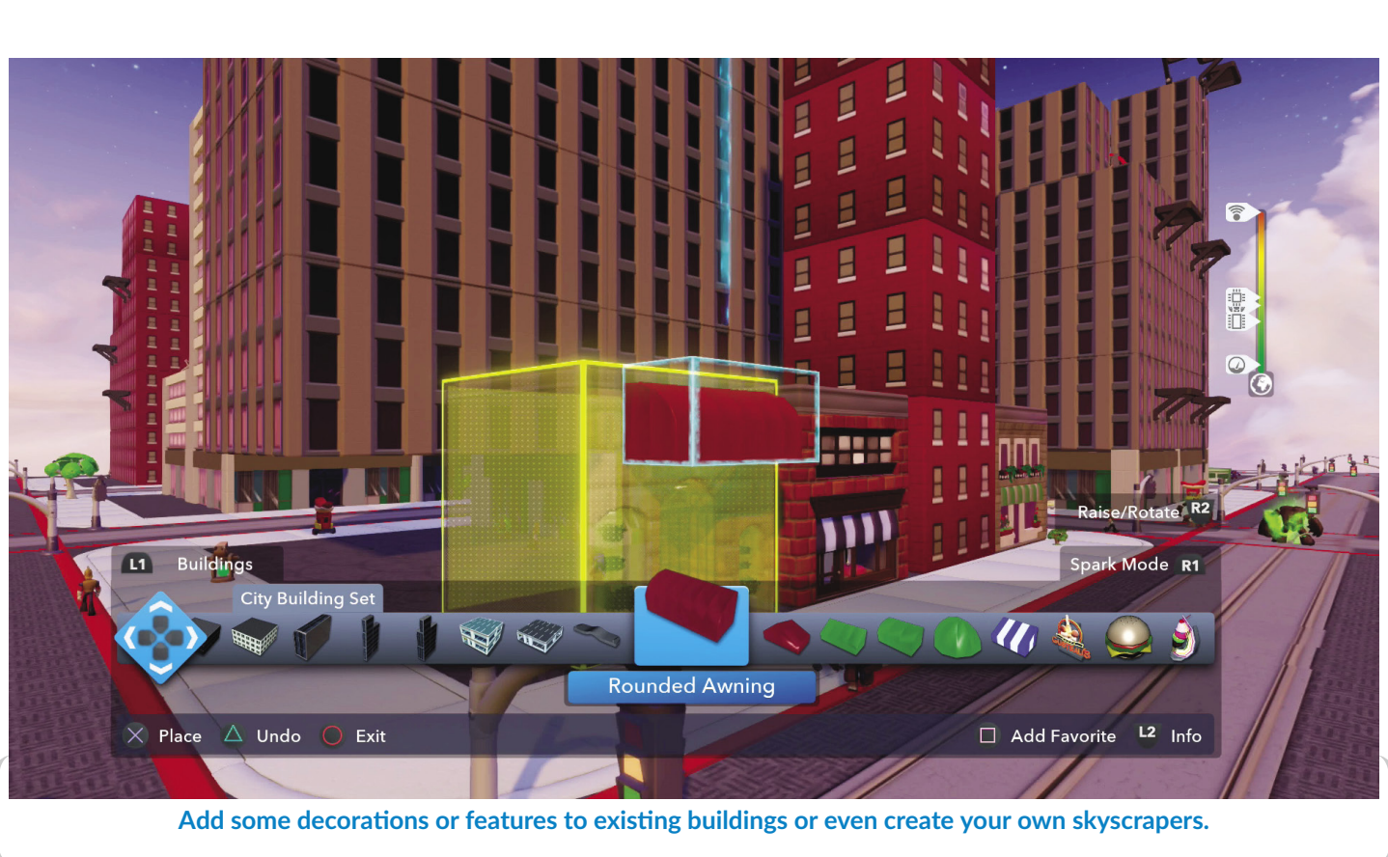
NEW CITY TOY BOX



This Toy Box comes complete with nine blocks of city buildings and enemies ready to attack you.

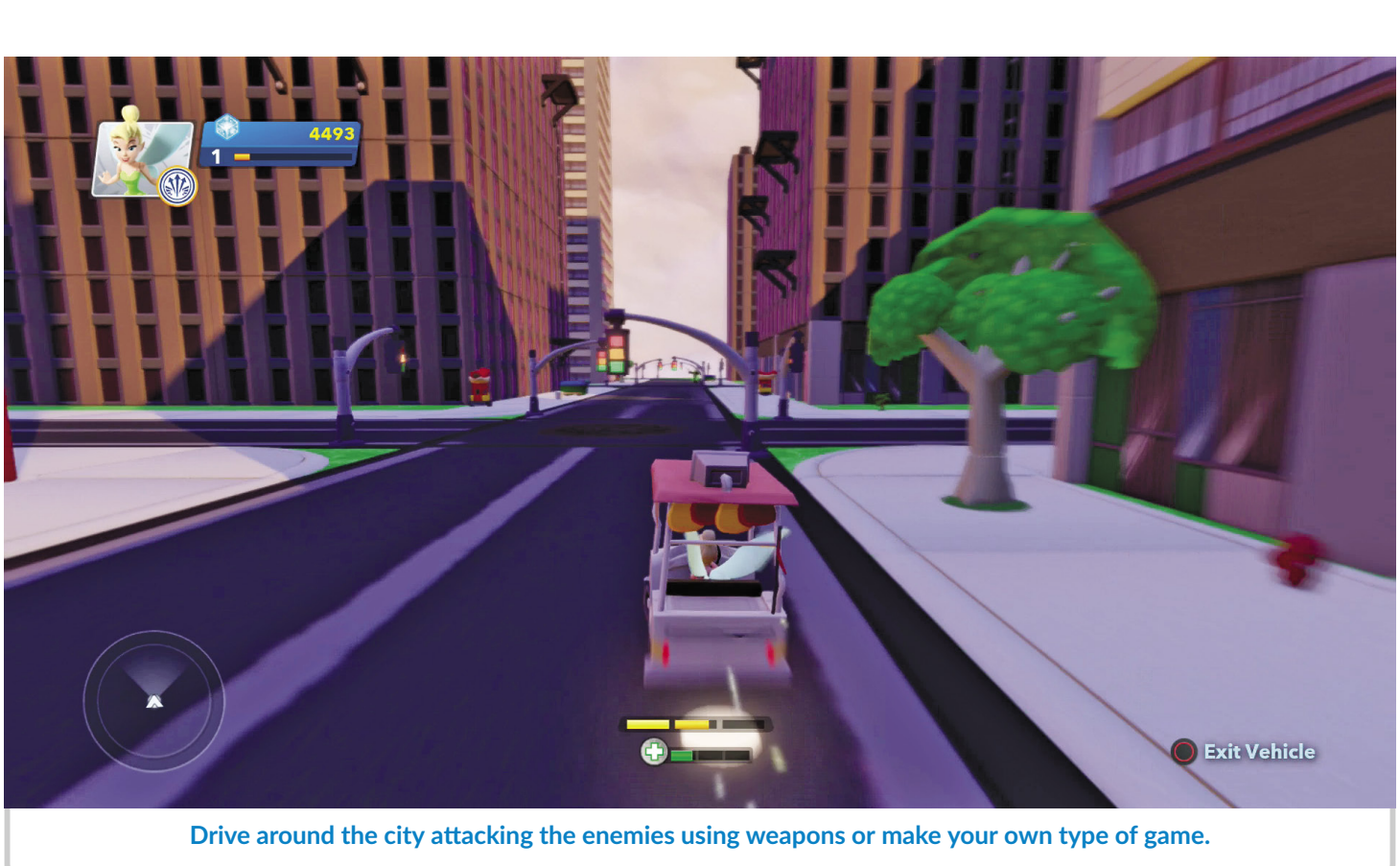
Select this Toy Box if you need a city. It lays out a grid of streets and then generates several tall buildings, complete with decorations. This takes a lot of the time and work out of making a city. Then you can go ahead and modify it and decorate it as much as you like.


L1 Buildings
Spark Mode R1
City Building Set
Rooftop Pigeon Coop
Place
Undo
Exit
Add Favorite
L2 Info


Raise/Rotate R2
L1 Buildings
Spark Mode R1
City Building Set
Rounded Awning
Place
Undo
Exit
Add Favorite
L2 Info

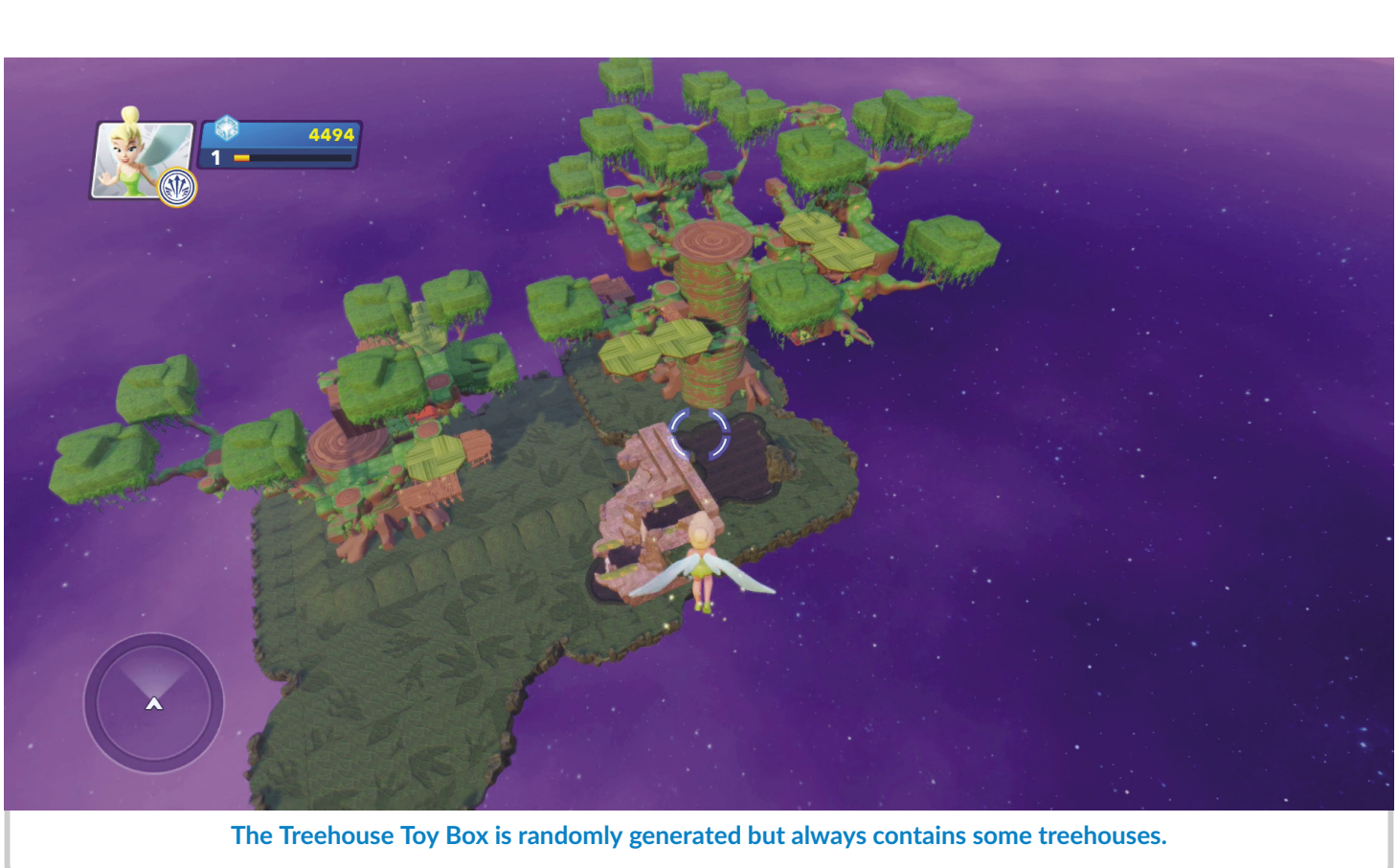
Add some decorations or features to existing buildings or even create your own skyscrapers.

This world also comes complete with enemies. This allows you to practice combat in an urban setting and try out different moves while also collecting Sparks for your efforts. In fact, with the streets, this Toy Box World can even be used for vehicle combat. Add some Creativi-Toys or a template and this is great for making a game of your own.


4493
1
Exit Vehicle

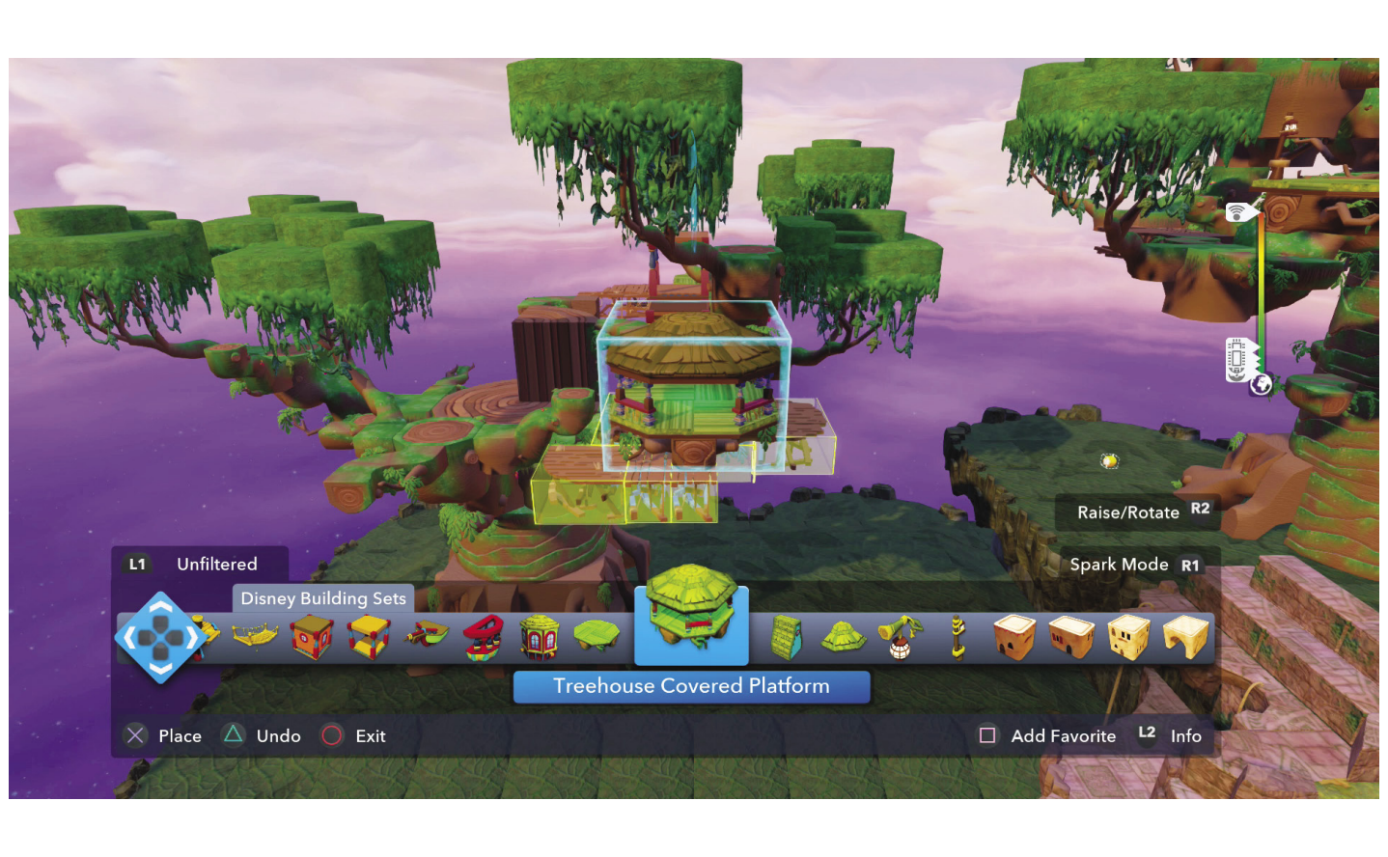
Drive around the city attacking the enemies using weapons or make your own type of game.

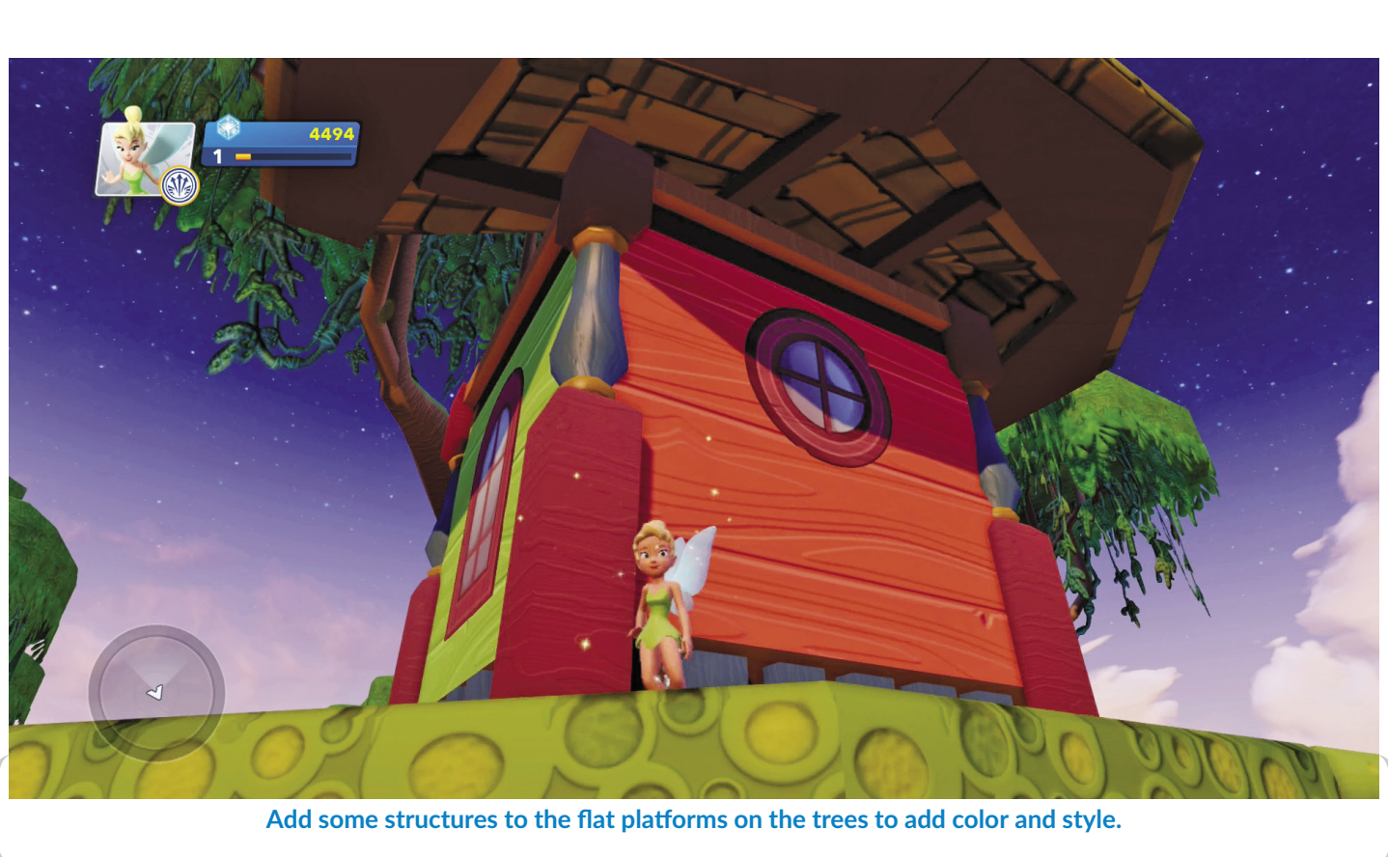
NEW TREEHOUSE TOY BOX



The Treehouse Toy Box is randomly generated but always contains some treehouses.

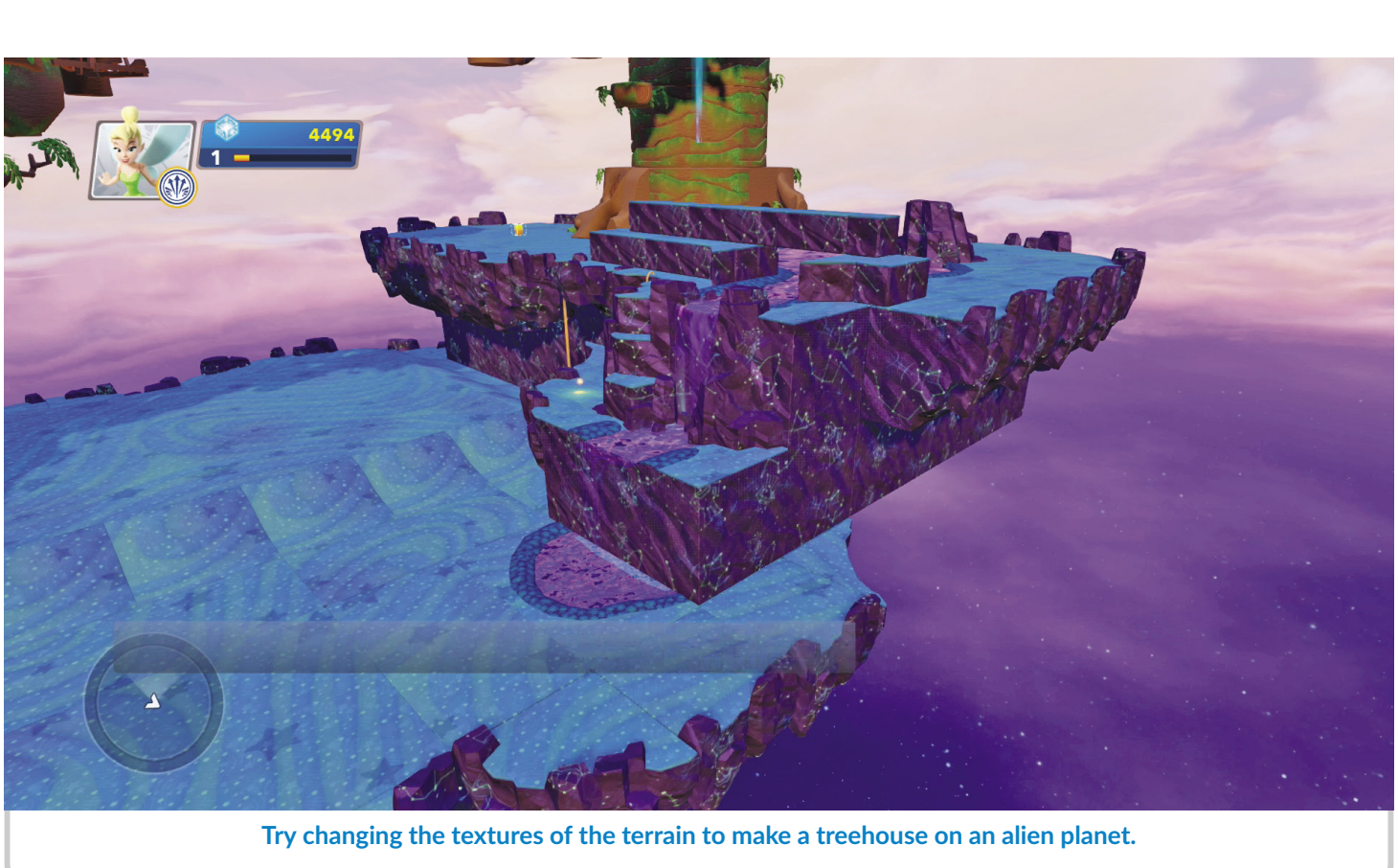
Treehouses are automatically generated when you open this Toy Box. You can then use their giant trees for creating games or other activities. Or try connecting the trees with rails and make a fun roller-coaster-like experience. The Toy Box provides the treehouses—you provide the fun.


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Disney Building Sets
Treehouse Covered Platform
Place
Undo
Exit
Add Favorite
L2 Info



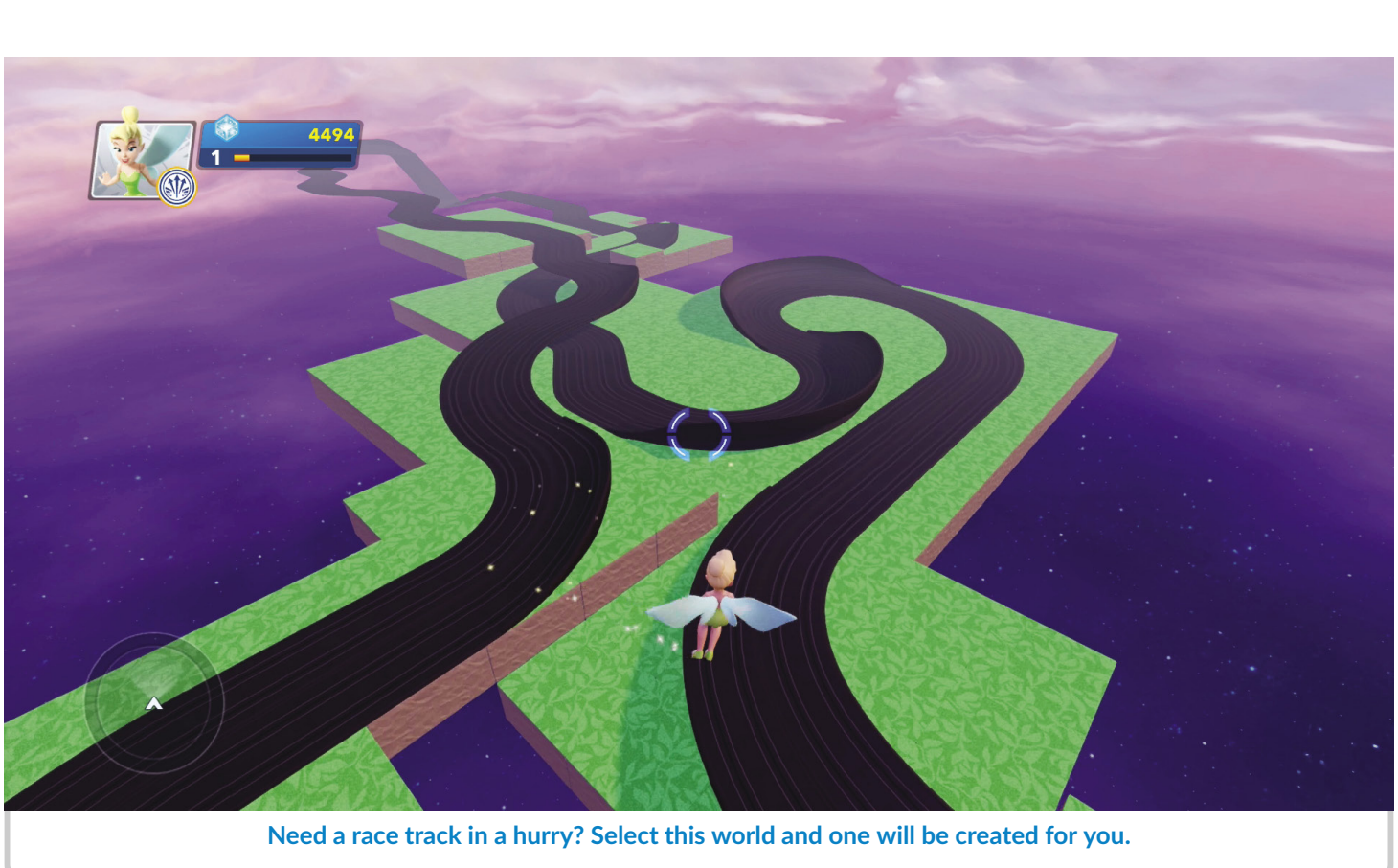
Add some structures to the flat platforms on the trees to add color and style.

While the Toy Box does provide treehouses, they can be somewhat bland. Therefore, think of this world as a starting place and then add to the trees and terrain to customize it and make it more detailed.



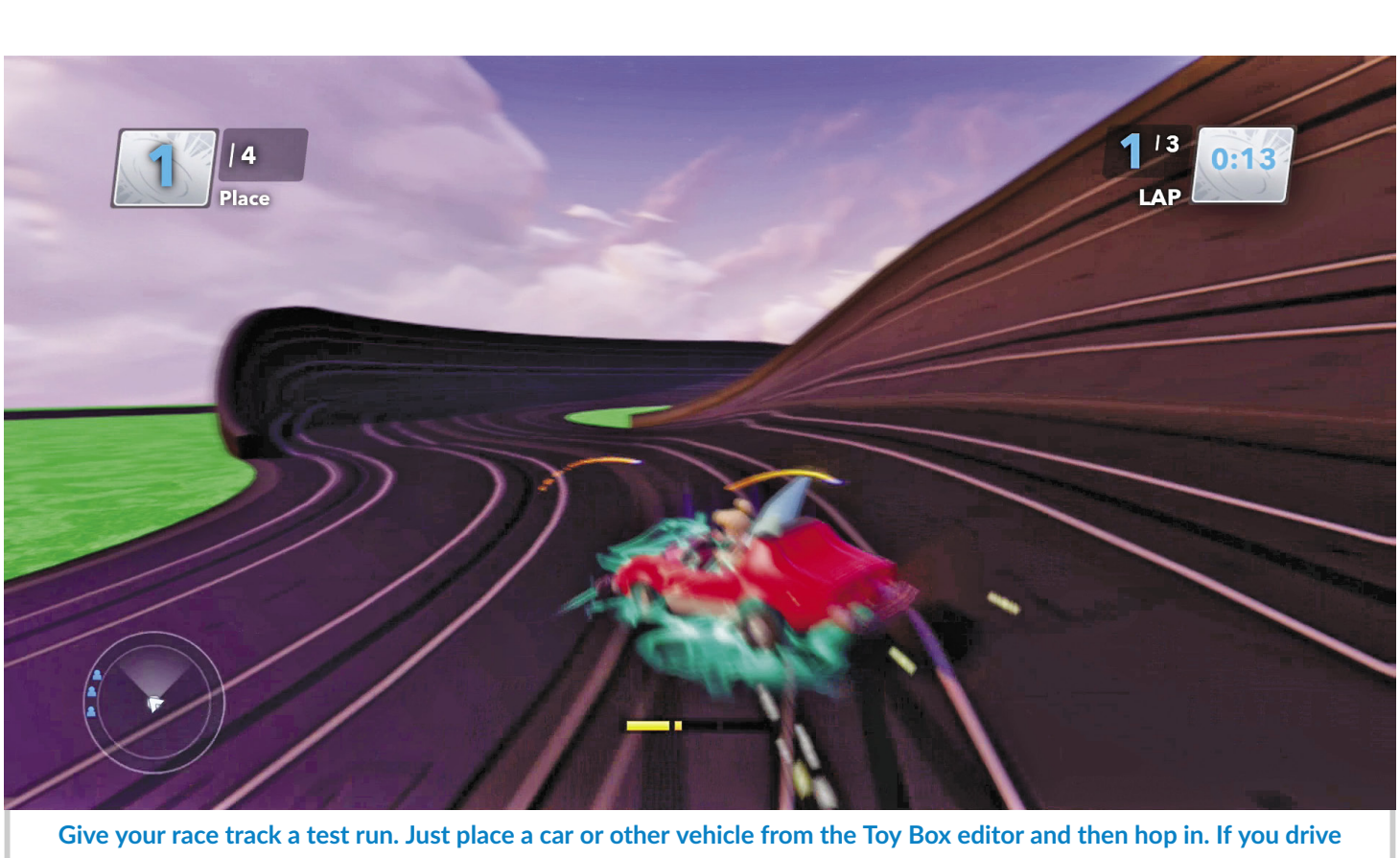
Try changing the textures of the terrain to make a treehouse on an alien planet.

NEW RACE TRACK TOY BOX



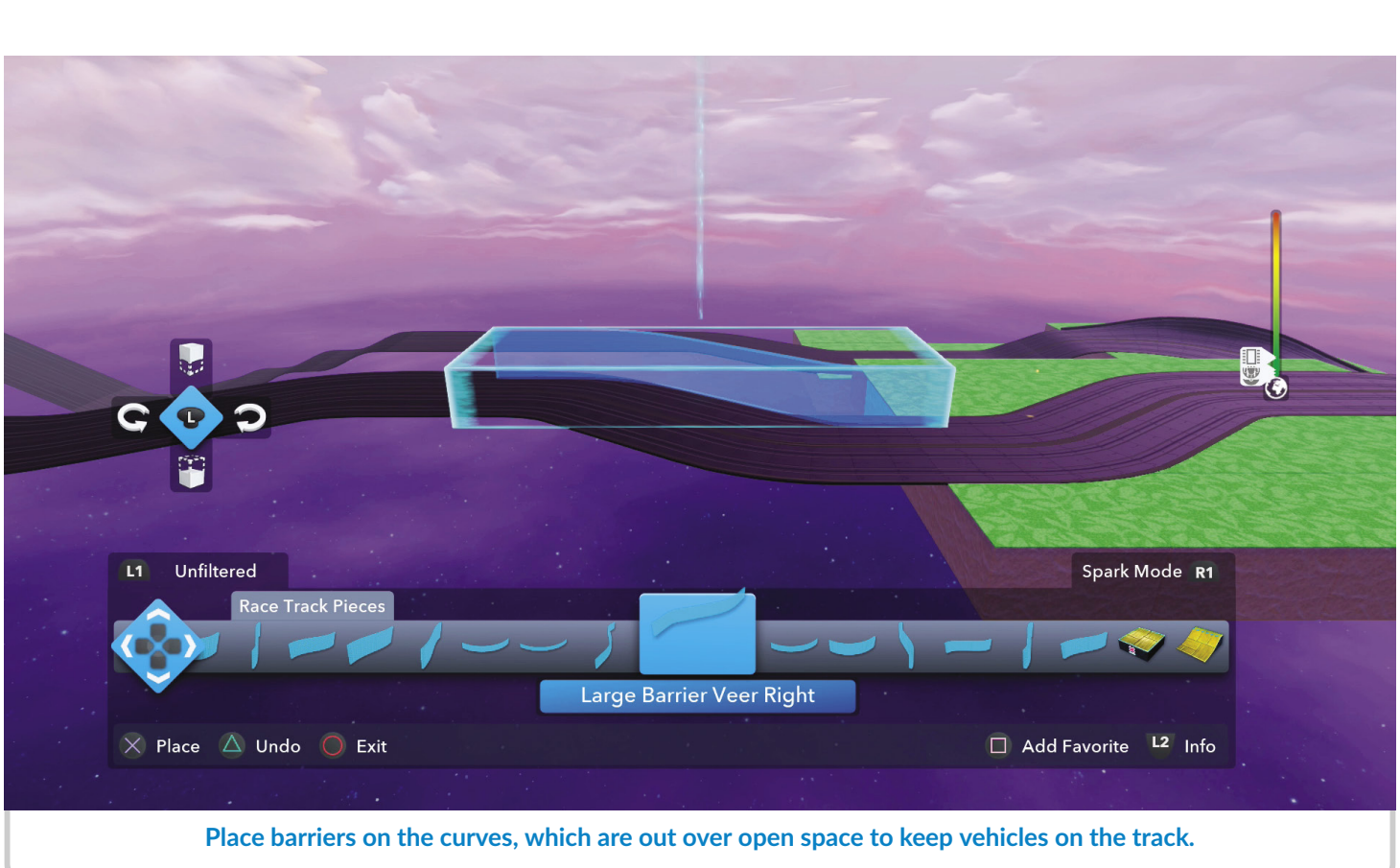
Need a race track in a hurry? Select this world and one will be created for you.

This Toy Box automatically constructs a race track along with some simple terrain underneath the track pieces. The track is ready for racing. All you need to do is supply the vehicles and any decorations to customize this experience.

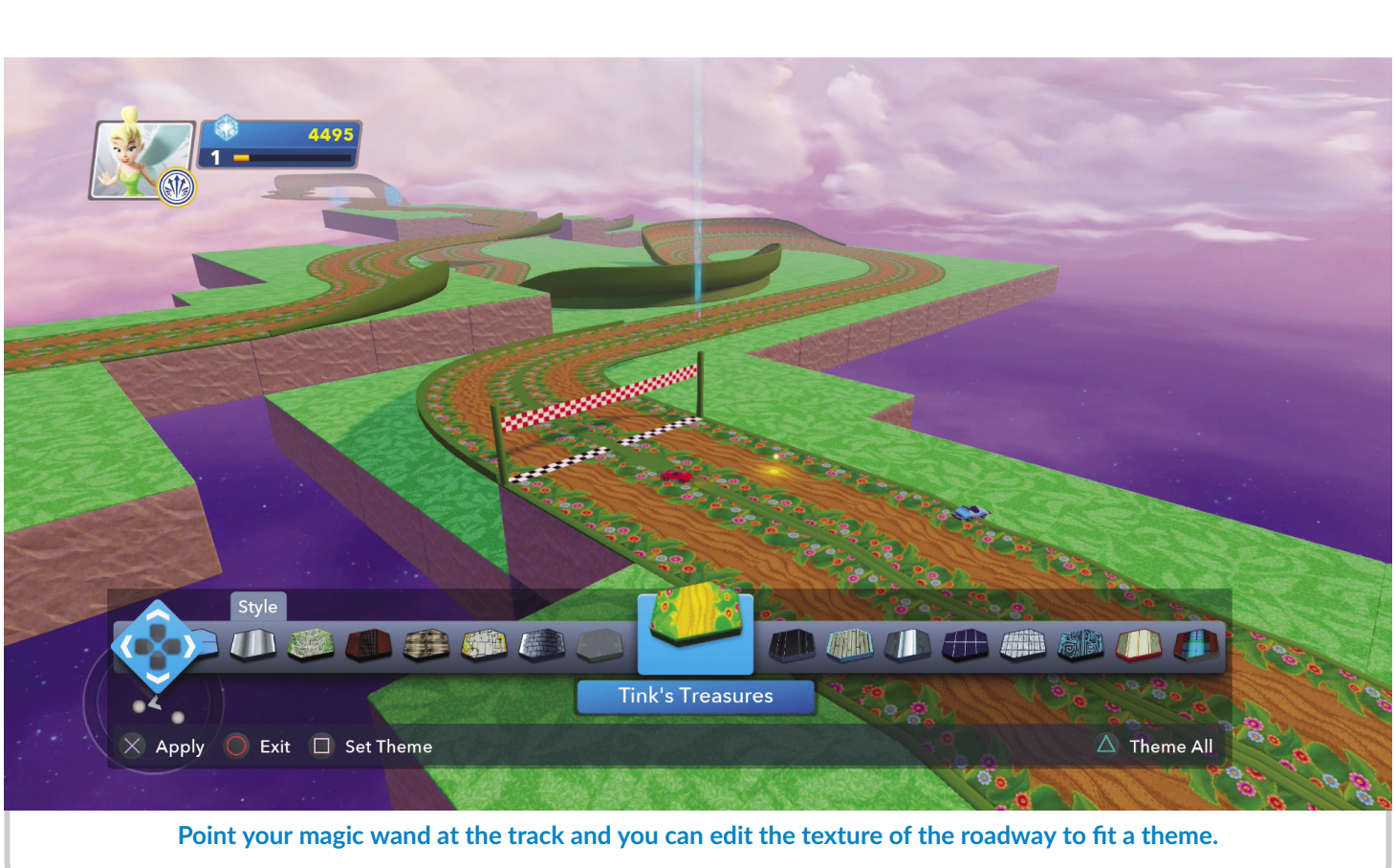

1 /4
Place
1 /3
LAP
0:13

Give your race track a test run. Just place a car or other vehicle from the Toy Box editor and then hop in. If you drive near the starting gate, it will set up a race for you.

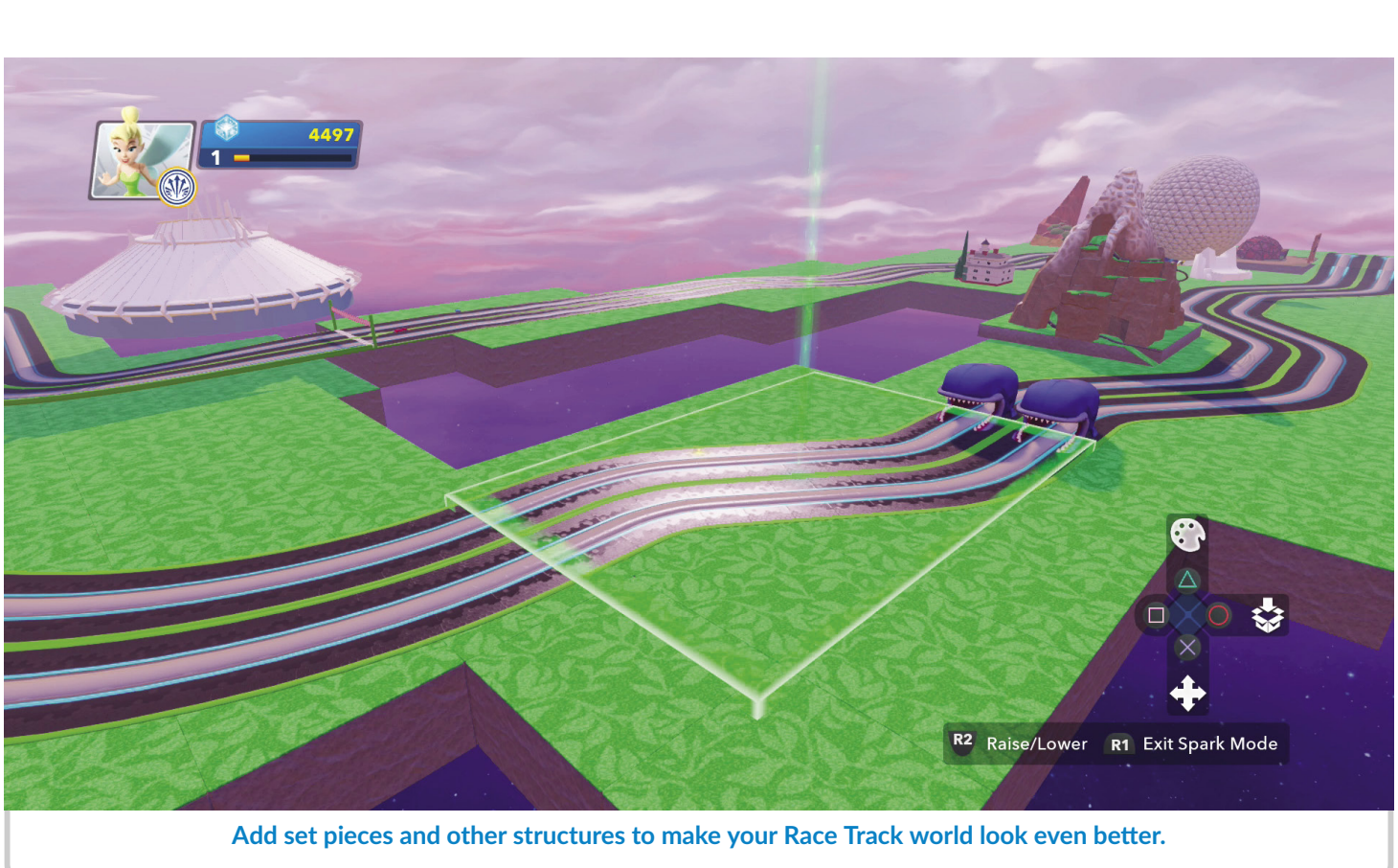
While the track may not be exactly what you want, it is a great starting point. Cut out parts and add your own track features. By combining track with terrain, buildings, and other decorations, you can create a very cool racing Toy Box World.


L1 Unfiltered
Spark Mode R1
Race Track Pieces
Large Barrier Veer Right
Place
Undo
Exit
Add Favorite
L2 Info

Place barriers on the curves, which are out over open space to keep vehicles on the track.


4495
1
Style
Tink's Treasures
Apply
Exit
Set Theme
Theme All

Point your magic wand at the track and you can edit the texture of the roadway to fit a theme.

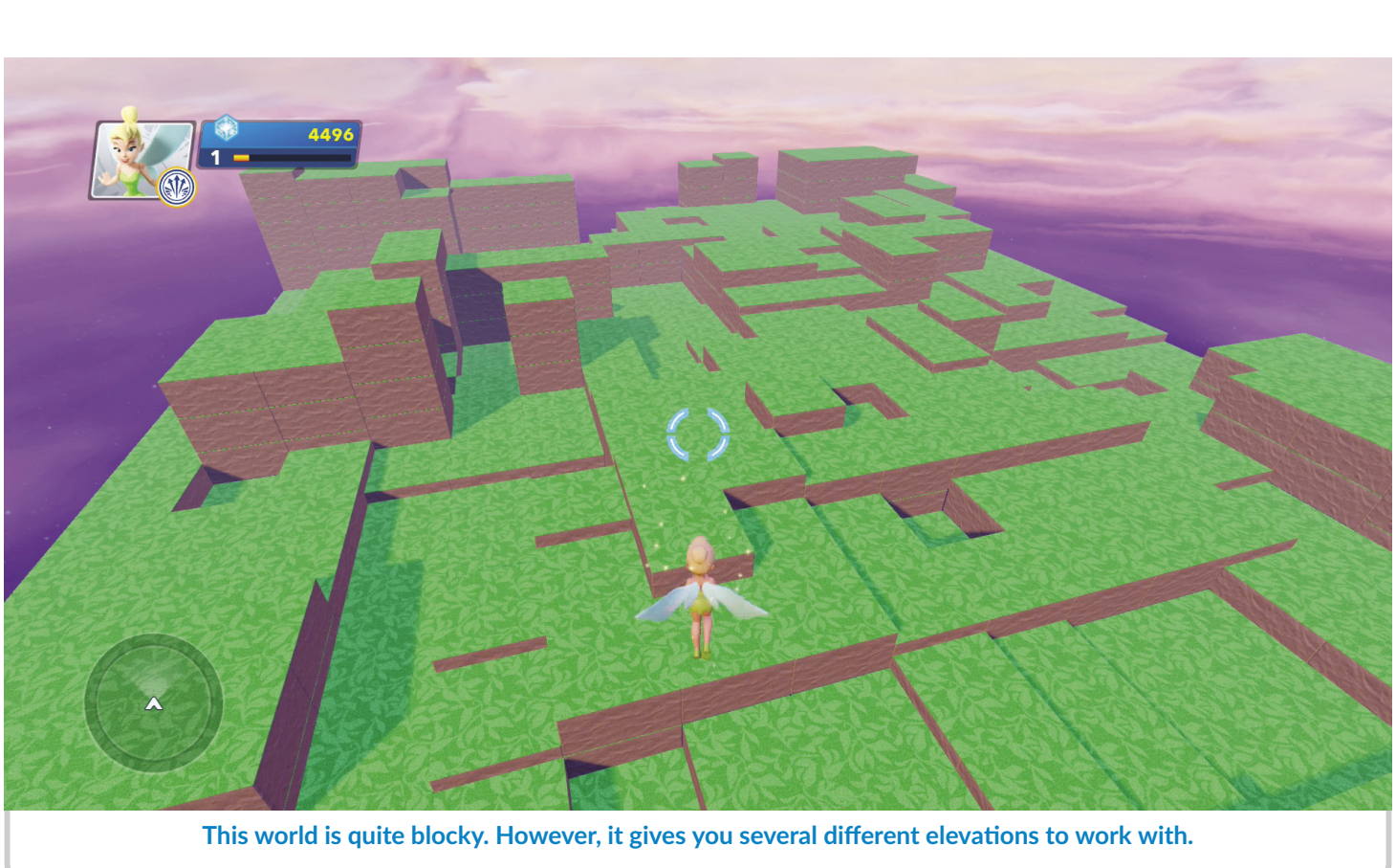

4497
1
R2 Raise/Lower
R1 Exit Spark Mode

Add set pieces and other structures to make your Race Track world look even better.

Tip

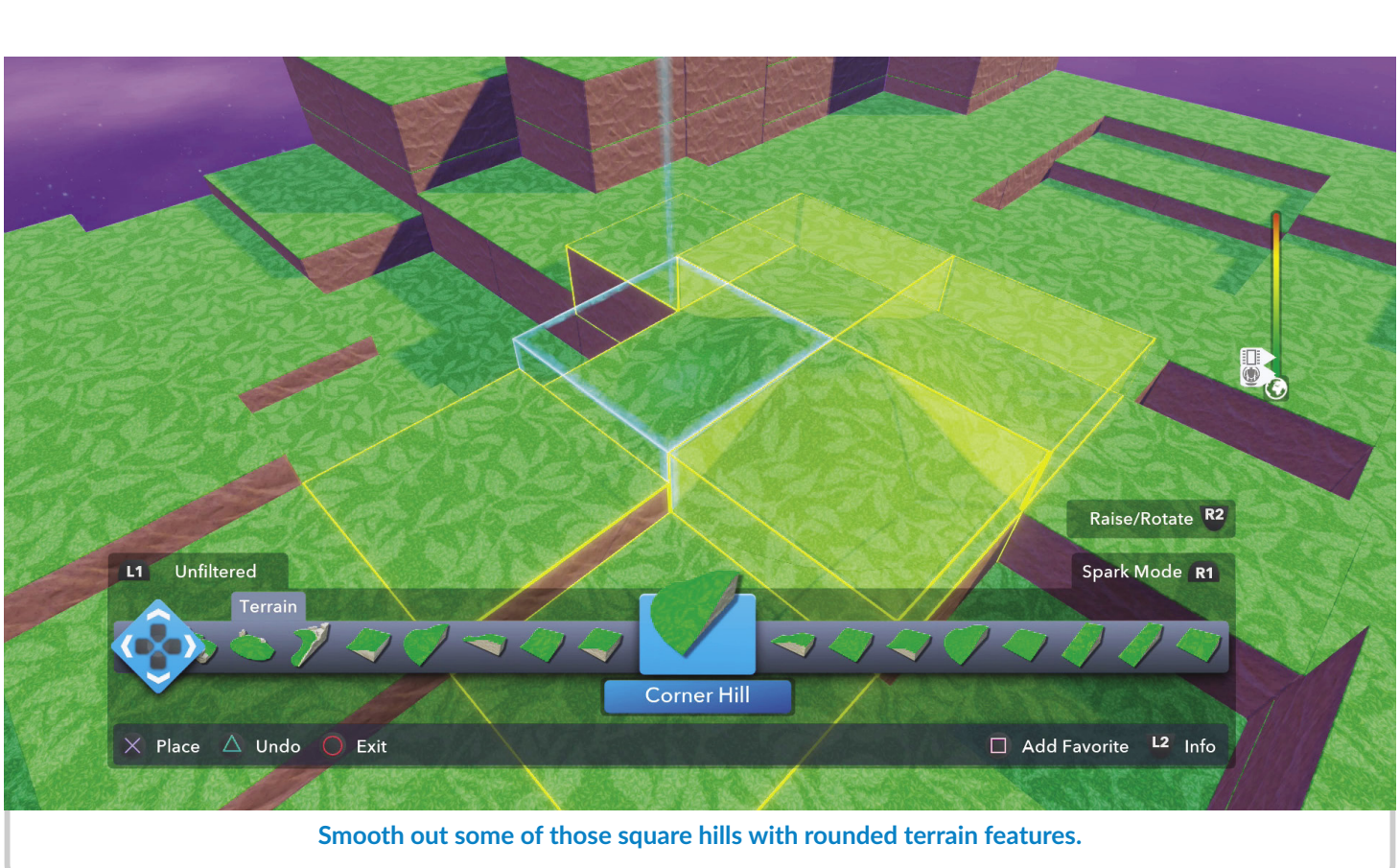
In addition to adding structures and decorations around the race track, try adding terrain features. You could even have the race track go through a cave or tunnel carved into a mountain.

NEW TERRAIN TOY BOX



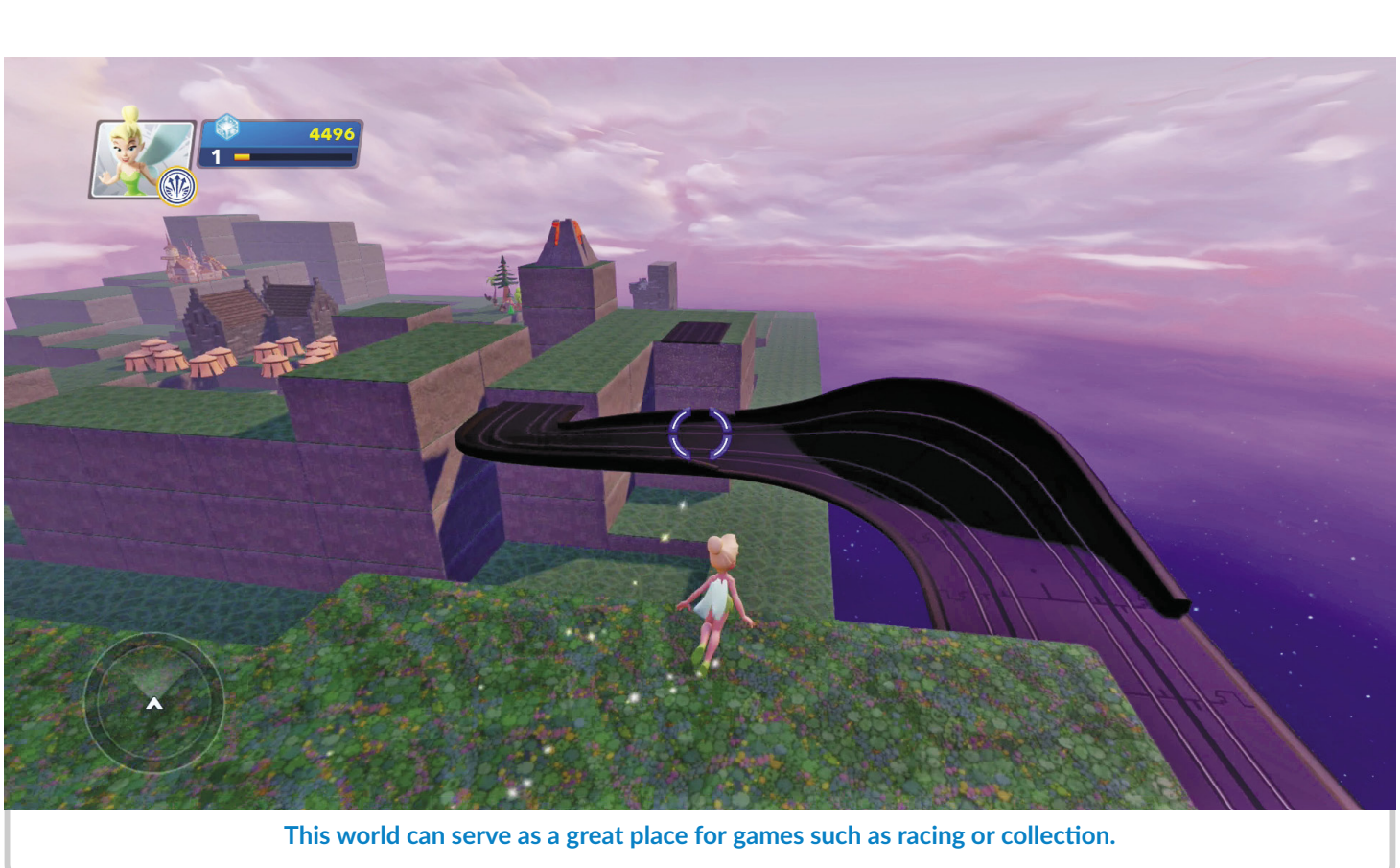
This world is quite blocky. However, it gives you several different elevations to work with.

By using simple terrain blocks, this Toy Box creates a world that provides a rough landscape that you can then add other types of terrain to smooth out or leave it as it is. There are different sizes of terrain blocks arranged to create various elevations.


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Terrain
Corner Hill
Place
Undo
Exit
Add Favorite
L2 Info

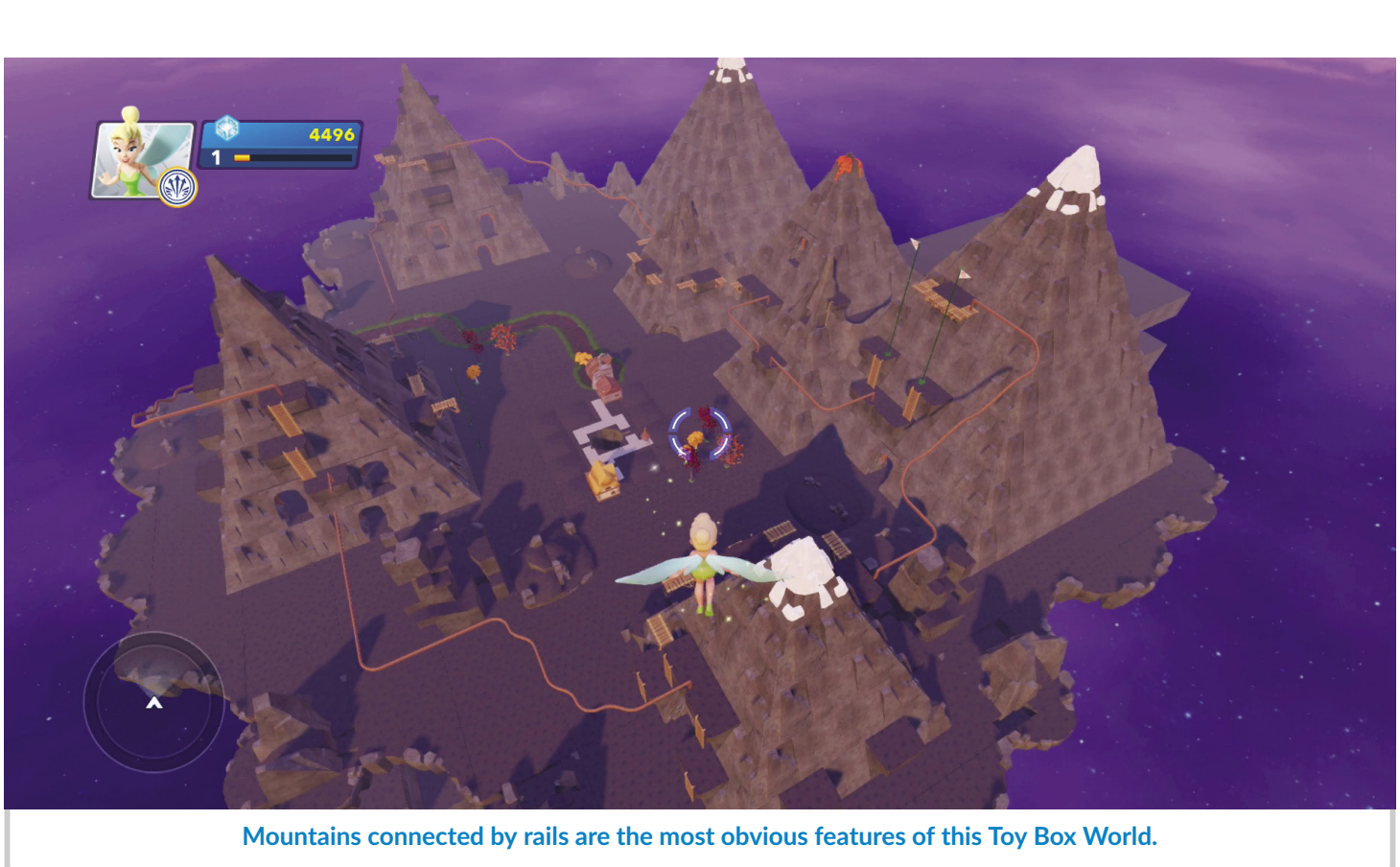
Smooth out some of those square hills with rounded terrain features.

Building structures in this world can be challenging because there are not a lot of large flat areas. Try building a race track that follows the terrain as much as possible or make a collection game that requires players to traverse the terrain to find items.



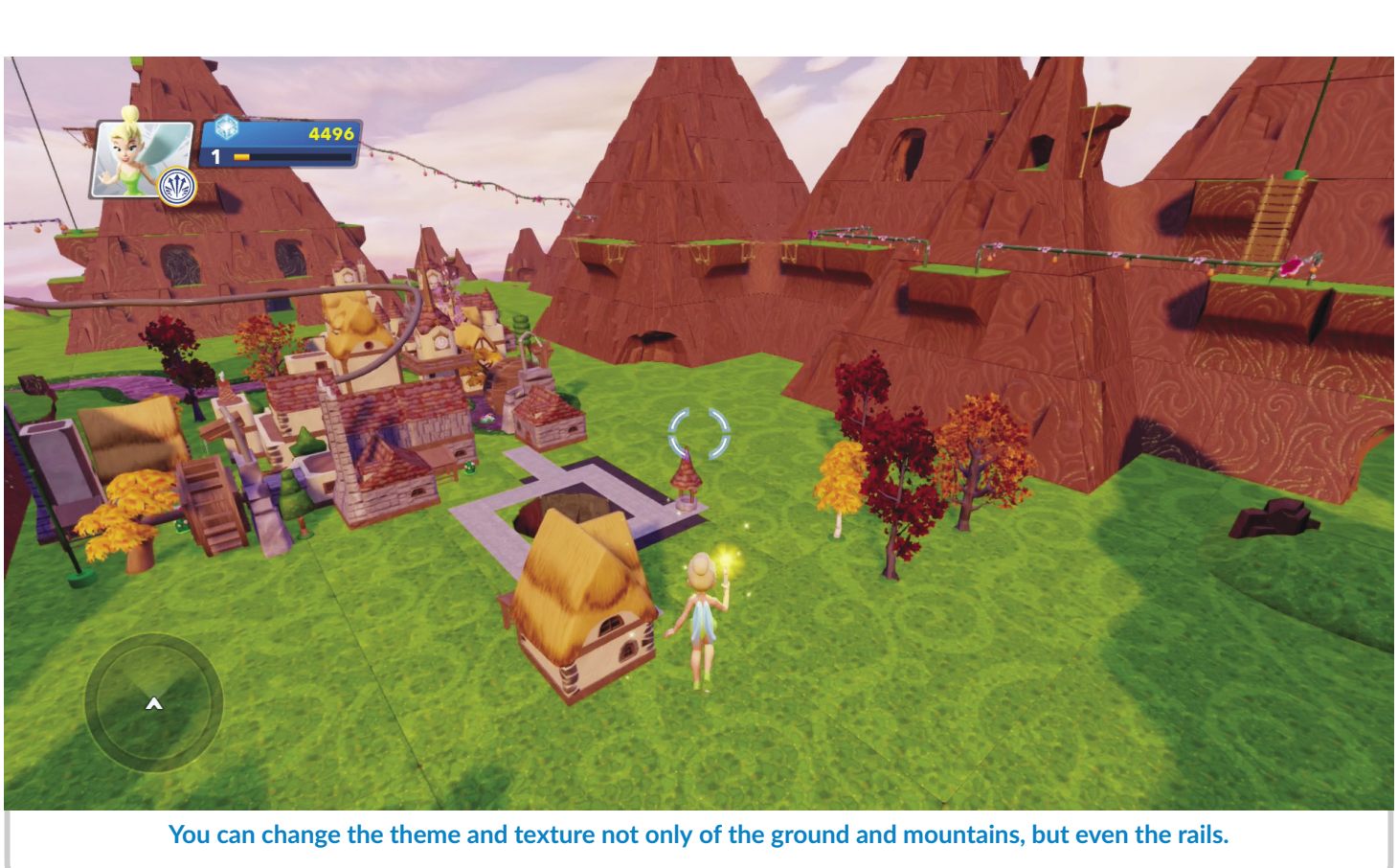
This world can serve as a great place for games such as racing or collection.

NEW MOUNTAIN TOY BOX



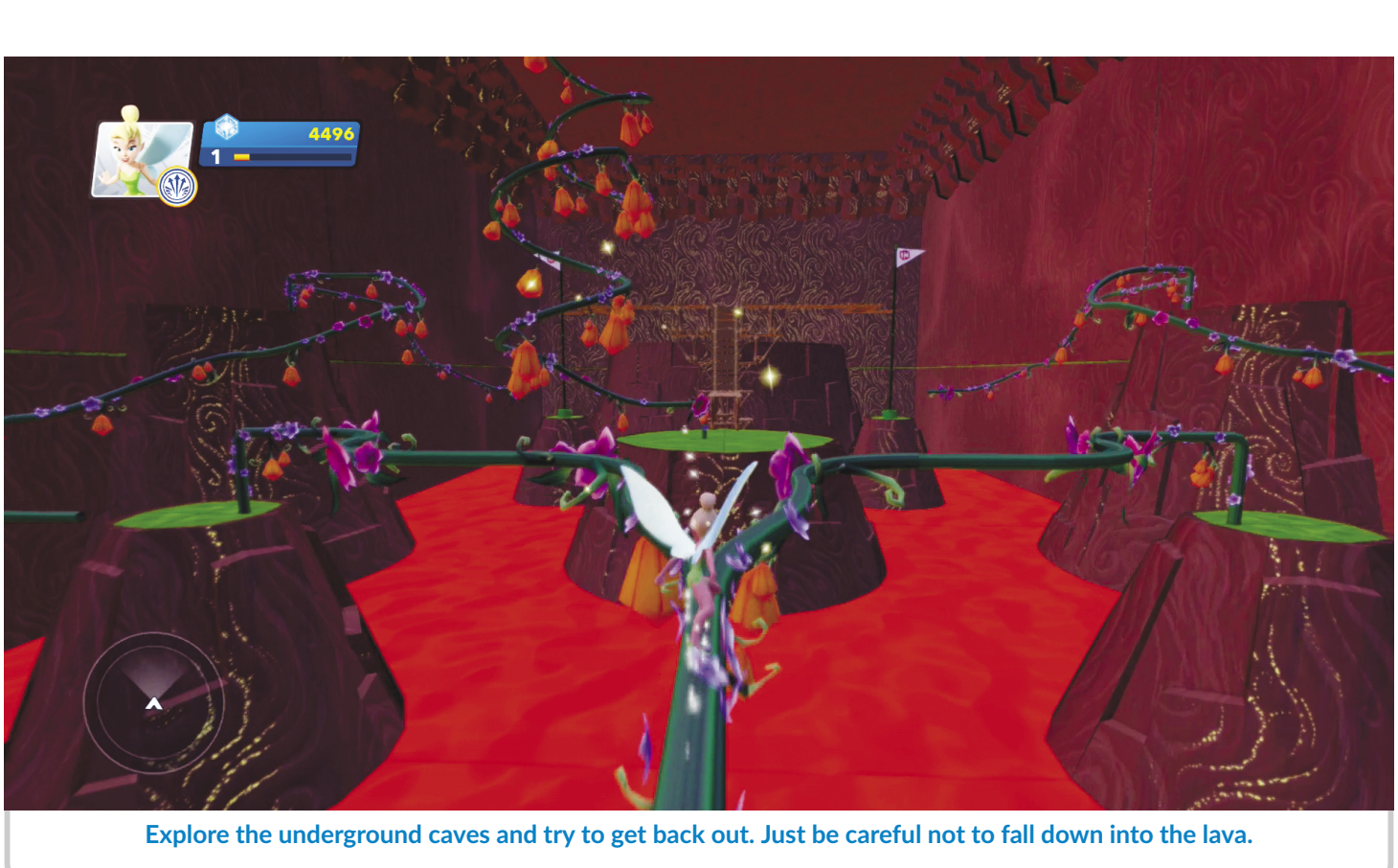
Mountains connected by rails are the most obvious features of this Toy Box World.

Mountains, caves, ladders, and rails are used to create this Toy Box. You can easily customize it by changing the terrain theme or using terrain Power Discs. The rails that connect the several mountains in this world can be used for a number of different types of games, including foot races using racing gate toys as checkpoints along the race course.



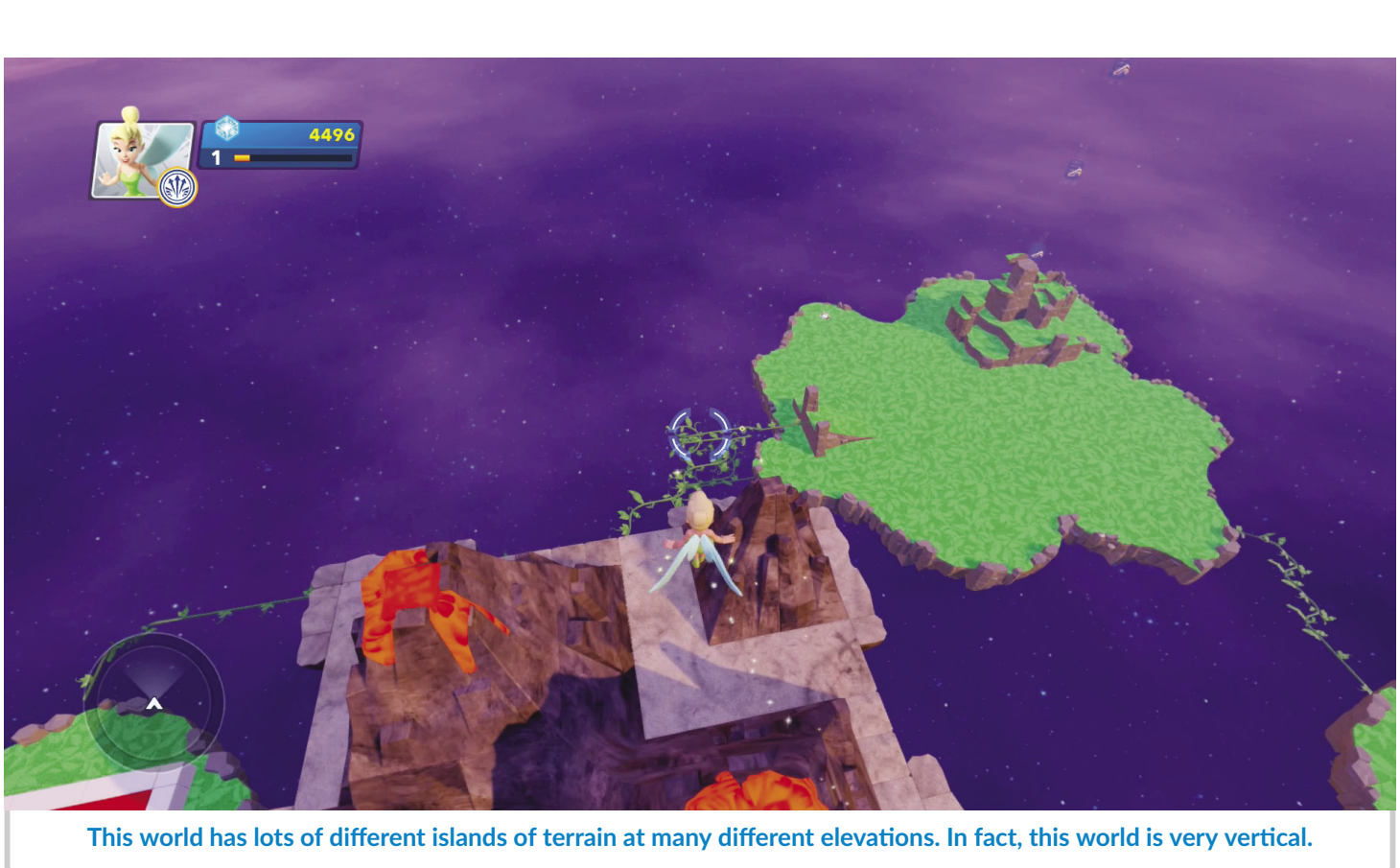
You can change the theme and texture not only of the ground and mountains, but even the rails.

In addition to the mountains, this Toy Box World also includes an extensive underground area complete with rails, ladders, and lava. Most of the mountains have caves inside as well as rails connecting one mountain to another. It is fun exploring this world and it can serve as a location for several different types of games.



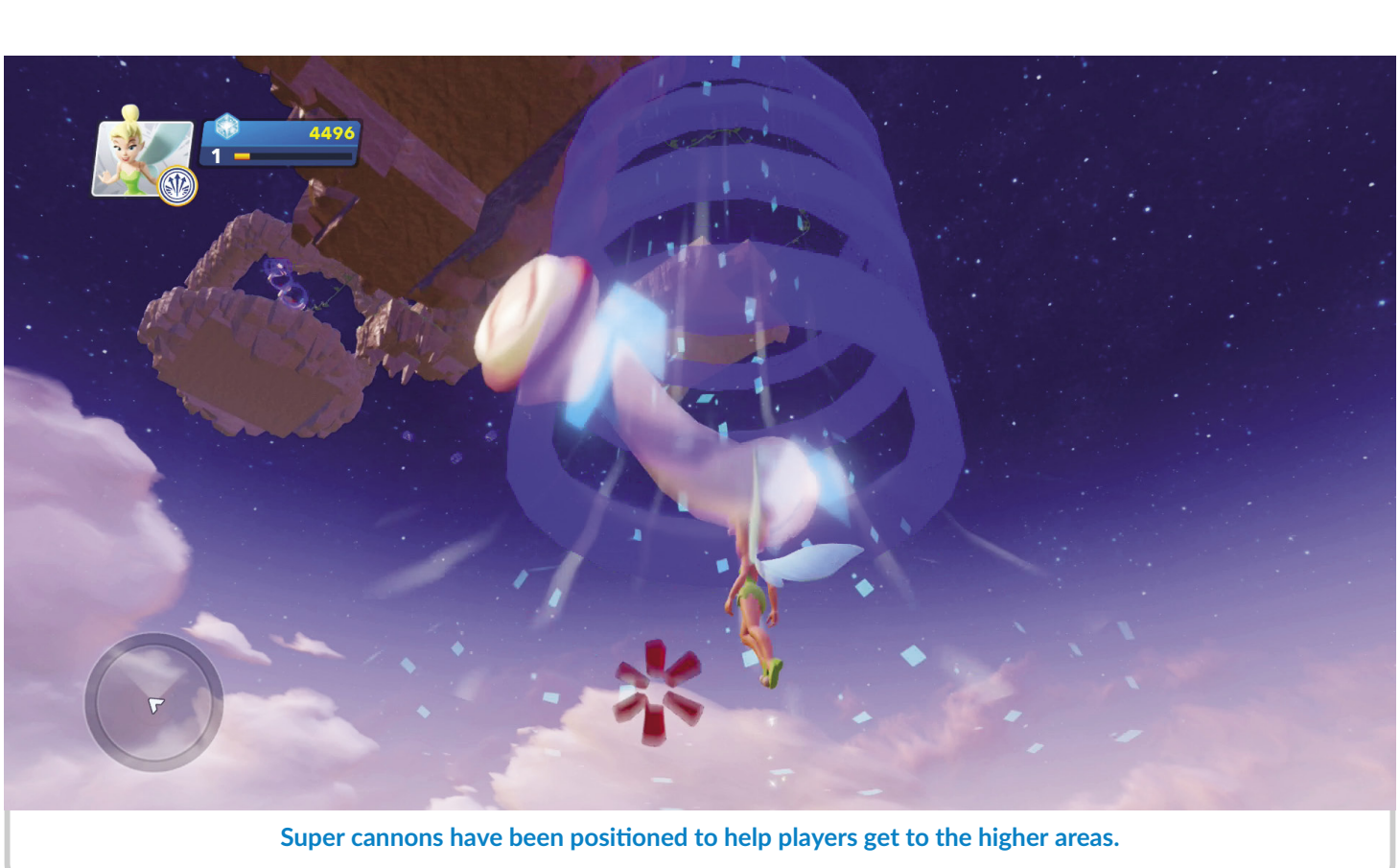
Explore the underground caves and try to get back out. Just be careful not to fall down into the lava.

NEW LEDGE LAND TOY BOX



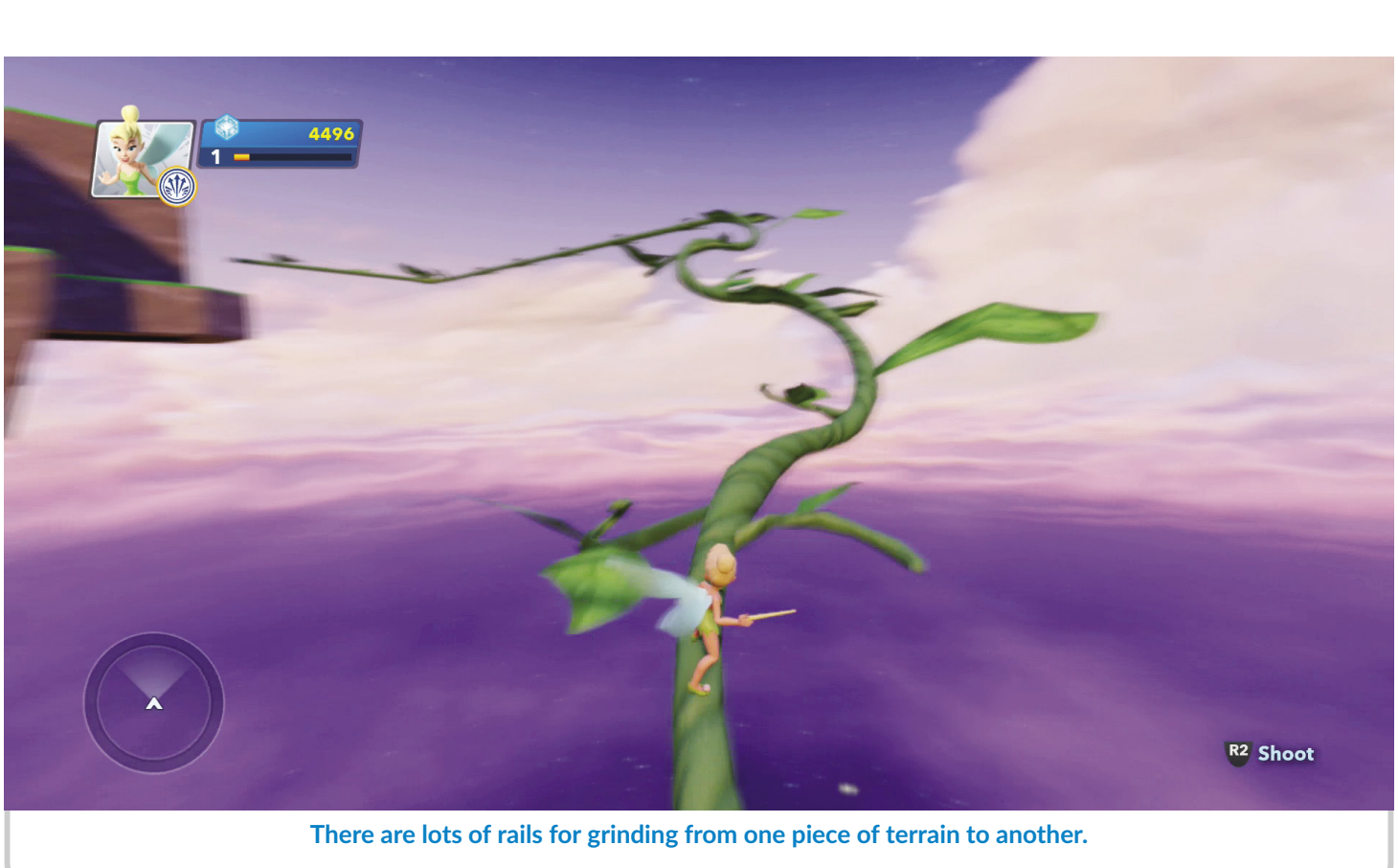
This world has lots of different islands of terrain at many different elevations. In fact, this world is very vertical.

This Toy Box is a ready-made challenge by itself. It contains several different pieces of terrain at various elevations. They are connected by rails, and super cannons are positioned so a character can be launched through the air from one platform to another. In addition, characters have to climb up series of ledges to get to the rails and super cannons.

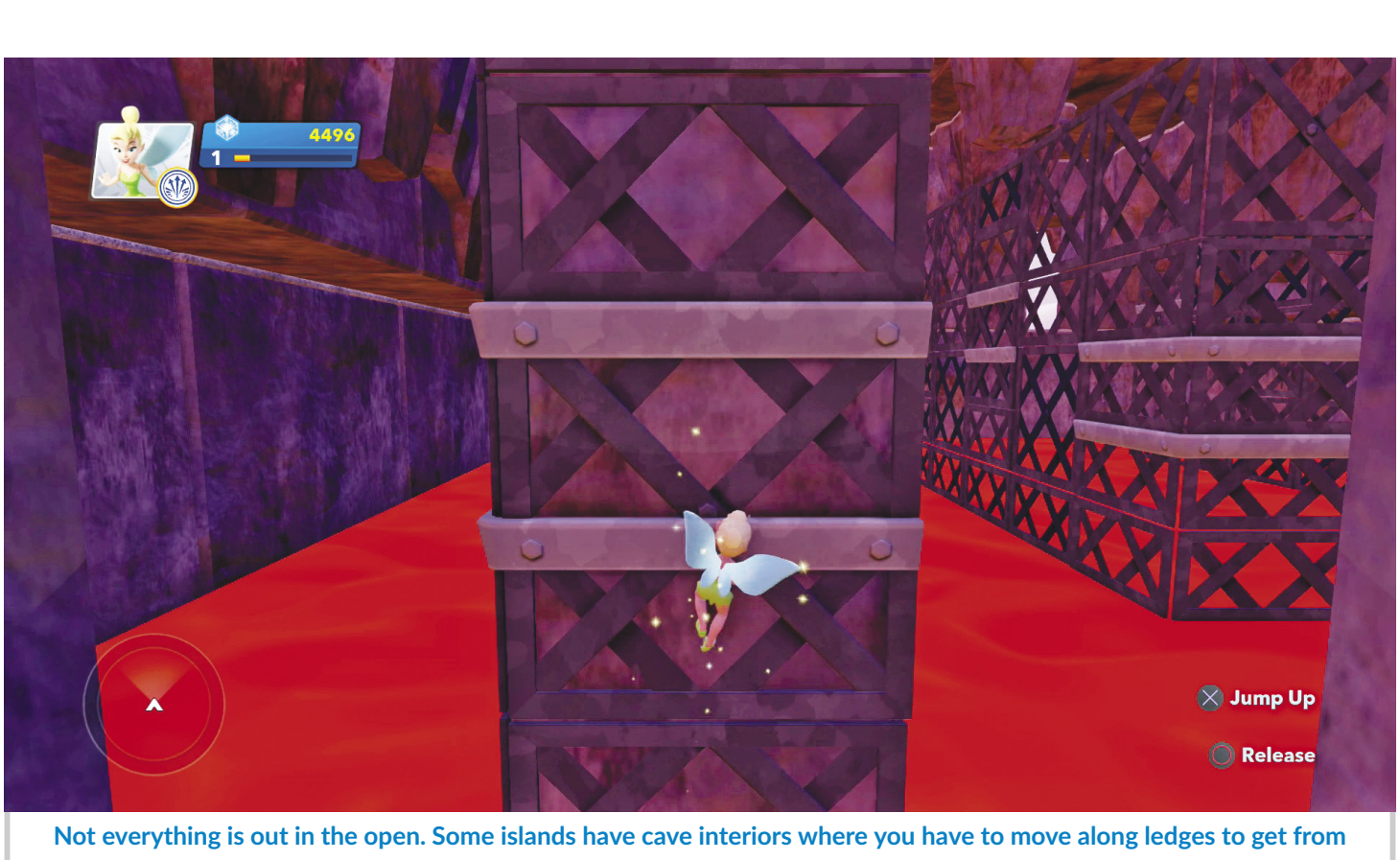


Super cannons have been positioned to help players get to the higher areas.

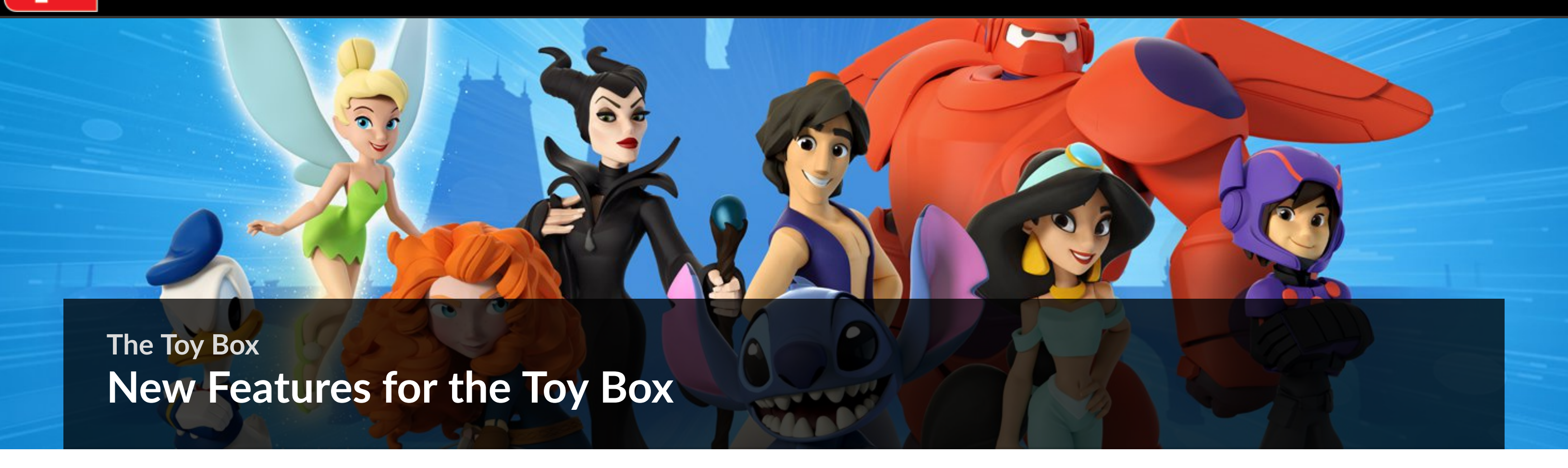
While this world can be fun to explore, you can do so much more here. Set triggers at the bottom of this world and at the top, connect them to a timer toy, and you have a game that times how long it takes for players to get to the top.


4496
1
R2 Shoot

There are lots of rails for grinding from one piece of terrain to another.


4496
1
Jump Up
Release

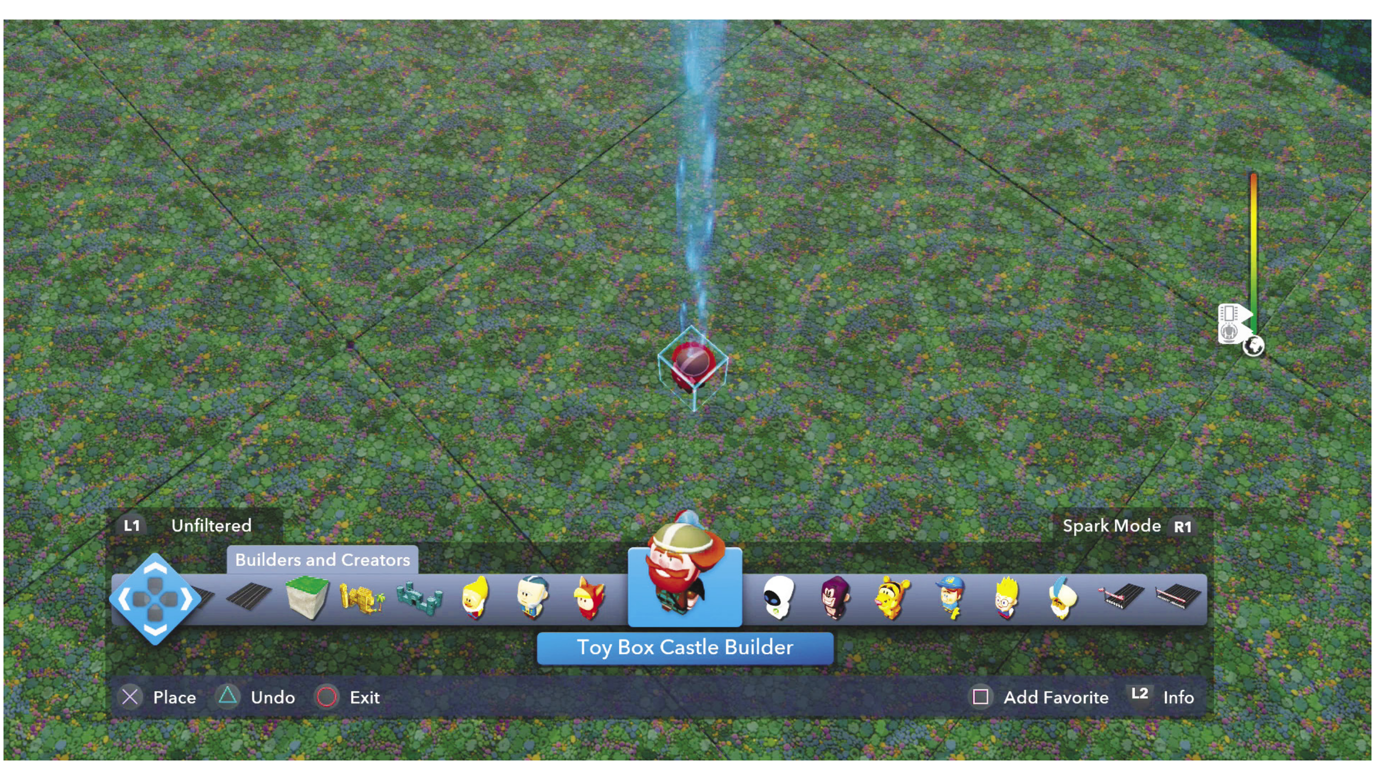
Not everything is out in the open. Some islands have cave interiors where you have to move along ledges to get from one side to the other.



The Toy Box

New Features for the Toy Box

BUILDERS AND CREATORS



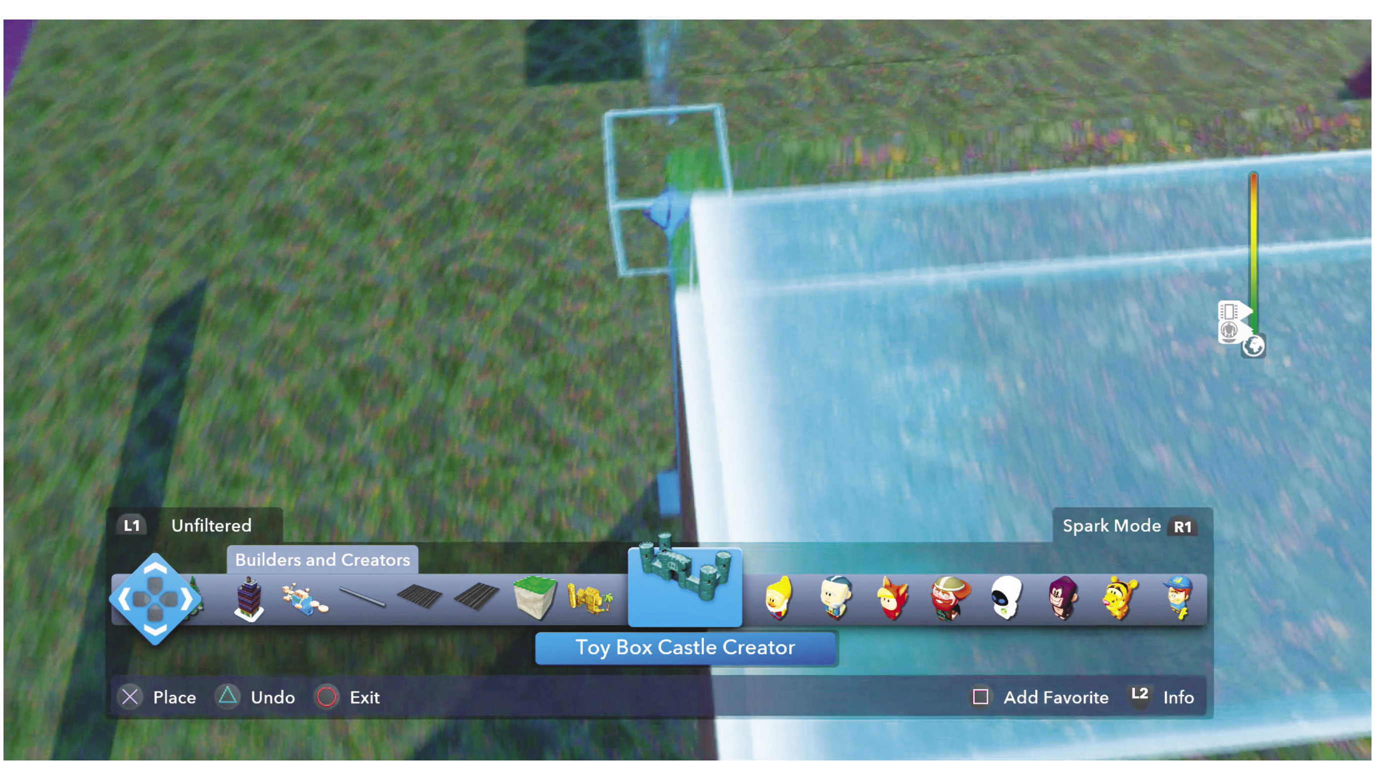
Place a builder in your Toy Box World. Then when you come back a bit later, see what the builder has created for you.

Two of the new features that can help you build structures quickly are builders and creators. These are actually toys that you can purchase in the Toy Store. Builders are special townspeople that, when placed in a Toy Box, will begin building their assigned type of structures. For example, a city builder will move around your Toy Box and will begin building city buildings and structures wherever there is empty space. Builders assemble their structures a piece at a time, so it can take a while to build things. There are ten types of builders.

- Toy Box Cottage Builder
- Toy Box Pirate Town Builder
- Toy Box Treehouse Builder
- Toy Box Castle Builder
- Toy Box Forest Builder
- Toy Box Rail Builder
- Toy Box Platform Builder
- Toy Box City Builder
- Toy Box Logic Builder
- Toy Box Agrabah Builder

Tip

If you want to increase the speed of building, place more than one builder of the same type in an area. They will work together to create structures at a faster pace.



Creators allow you to select an area in your Toy Box World and then structures will be quickly built within that area.

Creators, unlike builders, make a structure all at once. Using creators is a great way to quickly put together a world with lots of large structures. This toy also allows you to decide where you want something while builders build wherever they want. For most creators, you select a spot to begin and then drag the cursor across an area to create the dimensions of what you want. Then the creator will build the structure. There are seventeen types of creators you can purchase in the Toy Store and use for your Toy Box Worlds.

- Toy Box Race Track Creator
- Toy Box Wide Race Track Creator
- Toy Box Winding Race Track Creator
- Toy Box Wide Winding Race Track Creator
- Toy Box Stunt Track Creator
- Toy Box Wide Stunt Track Creator
- Toy Box Treehouse Creator
- Toy Box Cottage Creator
- Toy Box Forest Creator
- Toy Box City Creator
- Toy Box Platform Creator
- Toy Box Rail Creator
- Toy Box Wide Track Creator
- Toy Box Track Creator
- Toy Box Terrain Creator
- Toy Box Pirate Town Creator
- Toy Box Castle Creator

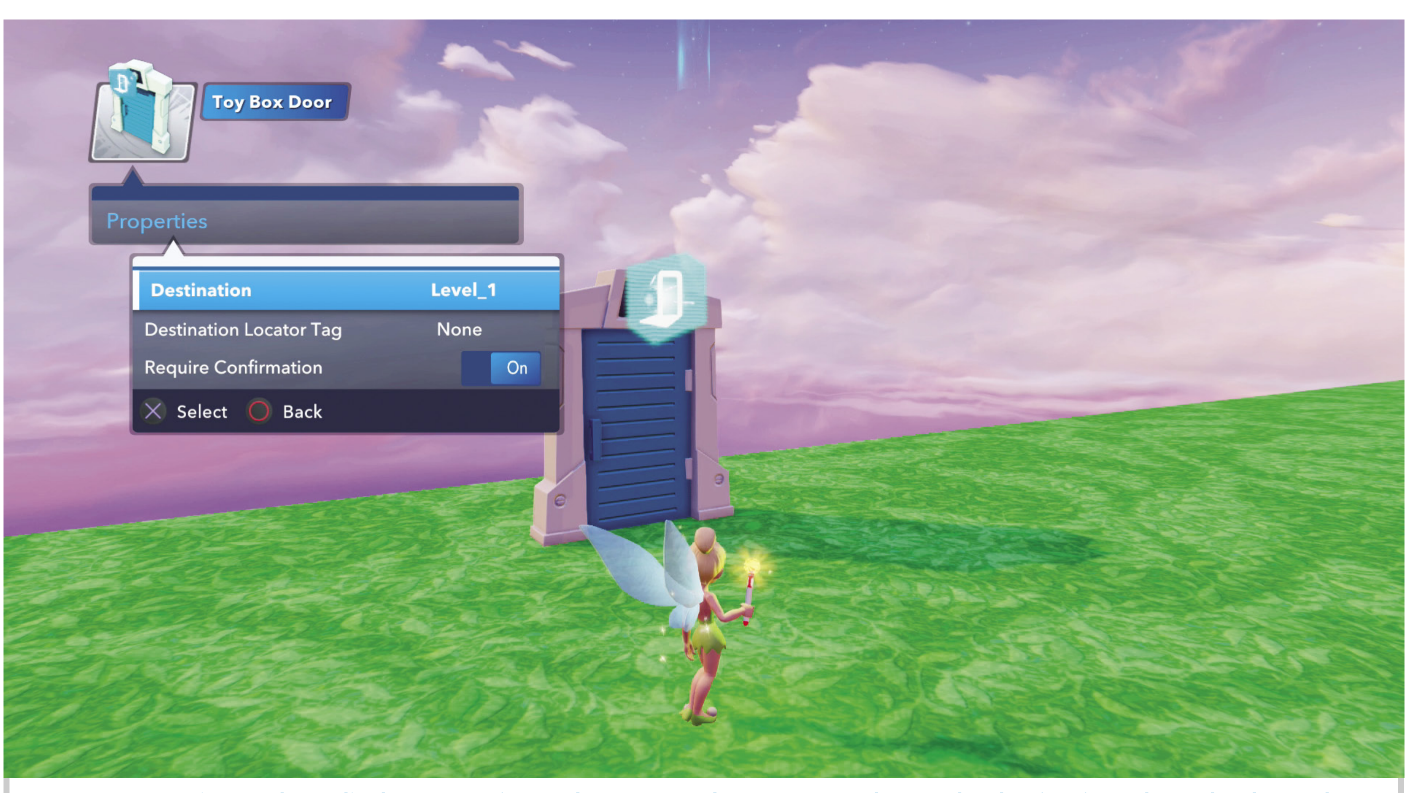
Tip

If you are not happy with what creators or builders have done in your Toy Box World, you can easily modify it or delete it all together. These constructions are all made of toys from the Toy Box editor so edit them just as you would one of your own creations.

DOORS

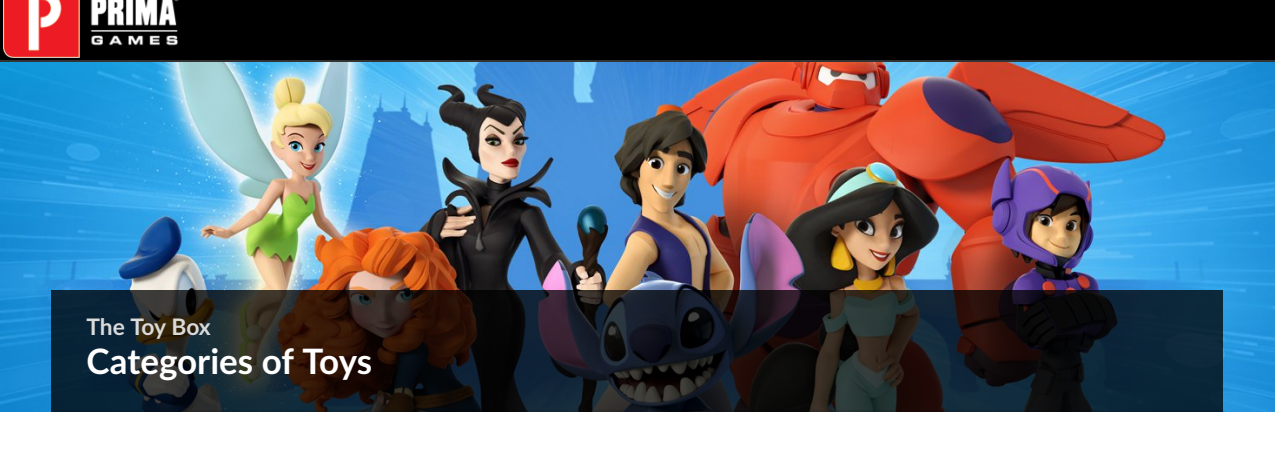
Place doors in your world in order to connect your Toy Box to other locations. This allows for even larger experiences.

Doors are another new feature and can add a lot to your Toy Box Worlds. Doors are not just decorative toys. They actually are used to connect different Toy Box Worlds. There are six different doors and they can be found in the Creativi-Toys category in the Toy Box editor. Doors can be placed anywhere in a world. The Toy Box door is the only one you can edit to connect to other Toy Box Worlds of your choosing by using the magic wand. You can actually use this type of door to connect up to ten Toy Box Worlds. This allows you to create a game with up to ten different levels. The INterior door takes you into your INterior, so on any of your worlds, you can have a link to your INterior. The Hall of Heroes Door and the Marvel's Hall of Super Heroes Door take you to those respective halls. Finally, if you want to add a link to some games that are randomly generated, use the Defense Survival Mode door or the Exploration Survival Mode door.



Destination Level_1
Destination Locator Tag None
Require Confirmation On

Use your magic wand to edit the properties of the Toy Box door. You can change the destination where the door takes characters and even give it a tag. By default, the Toy Box door takes characters right back to the same Toy Box World.



The Toy Box

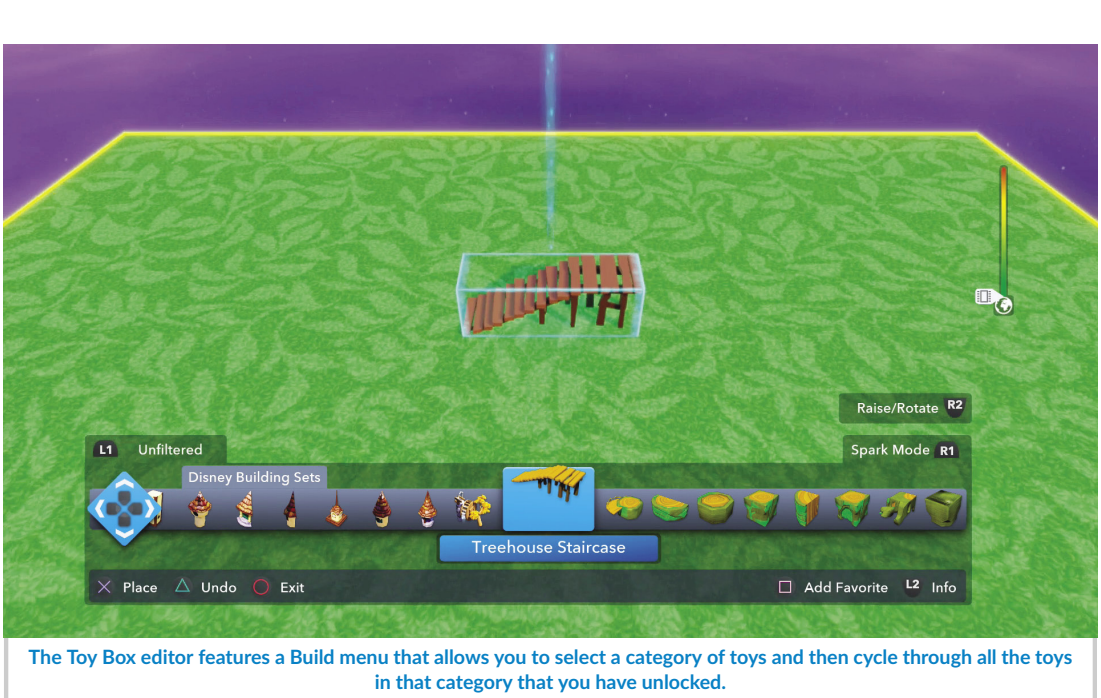
Categories of Toys

While you can do the Toy Box Games and play around in the Toy Box, the main feature of *Disney Infinity 2.0: Disney Originals* is the ability to create within a Toy Box World a land of your very own that is only limited by your imagination—and the toys you have unlocked. After going to a Toy Box World, your main tool is the magic wand. Open up the Packs and Tools menu and select the magic wand. It will be your best friend in the Toy Box.

4934
Use Wand

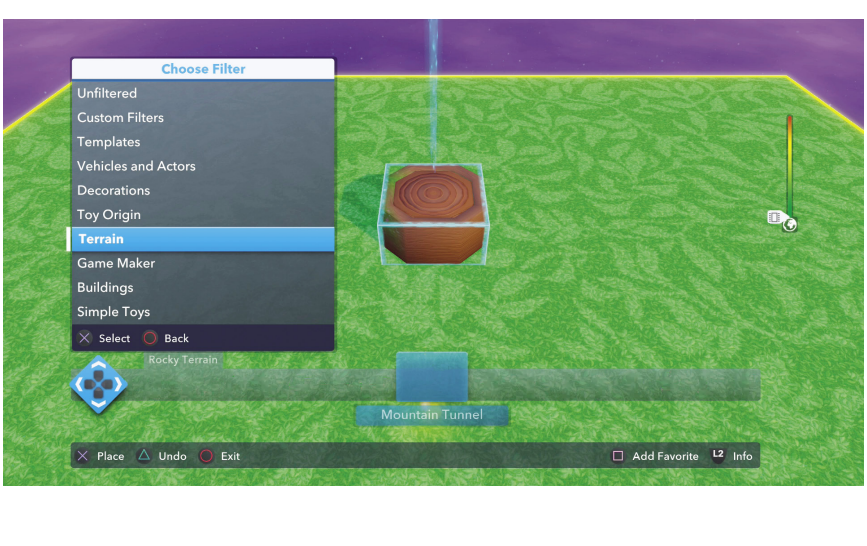
Creating a Toy Box World of your own is one of the most unique features of Disney Infinity 2.0: Disney Originals.

Before you start building, it is important to understand that there are several different categories of toys within the Toy Box. When you first open the editor, you are presented with the Build menu. Here you can cycle through every toy that you have unlocked. The Build menu organizes the toys into more than twenty different categories. Let's take a look at each category and what you can expect from them.


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Disney Building Sets
Treehouse Staircase
Place
Undo
Exit
Add Favorite
L2 Info

The Toy Box editor features a Build menu that allows you to select a category of toys and then cycle through all the toys in that category that you have unlocked.

Filters in the Toy Box Editor


Choose Filter
Unfiltered
Custom Filters
Templates
Vehicles and Actors
Decorations
Toy Origin
Terrain
Game Maker
Buildings
Simple Toys
Select
Back
Rocky Terrain
Mountain Tunnel
Place
Undo
Exit
Add Favorite
L2 Info

As you unlock lots of toys, it can take a while to cycle through them all. In addition, when creating a world, you often start off with larger toys and then work your way down. Therefore, try using the filter to get the types of toys you need for the job at hand. Press the filter button to open a menu to choose from ten different filters.

Unfiltered: No filters used.

Custom Filters: Recently used and most used—these filters let you see the toys you have been using for quick access.

Templates: This organizes the many templates into terrain layouts, game pieces, complete games, and game kits.

Vehicles and Actors: This limits your choices to vehicles, townspeople (of different categories), sidekicks, enemies, critters, mounts, cast members, and finally builders and creators.

Decorations: The decorations category is large. This filter organizes it into signs, clusters, bushes, home, country, yard, flowers, exotic, trees, city, statues, and other.

Toy Origin: Filter toys based on the Play Set or Toy Box Game from which they come.

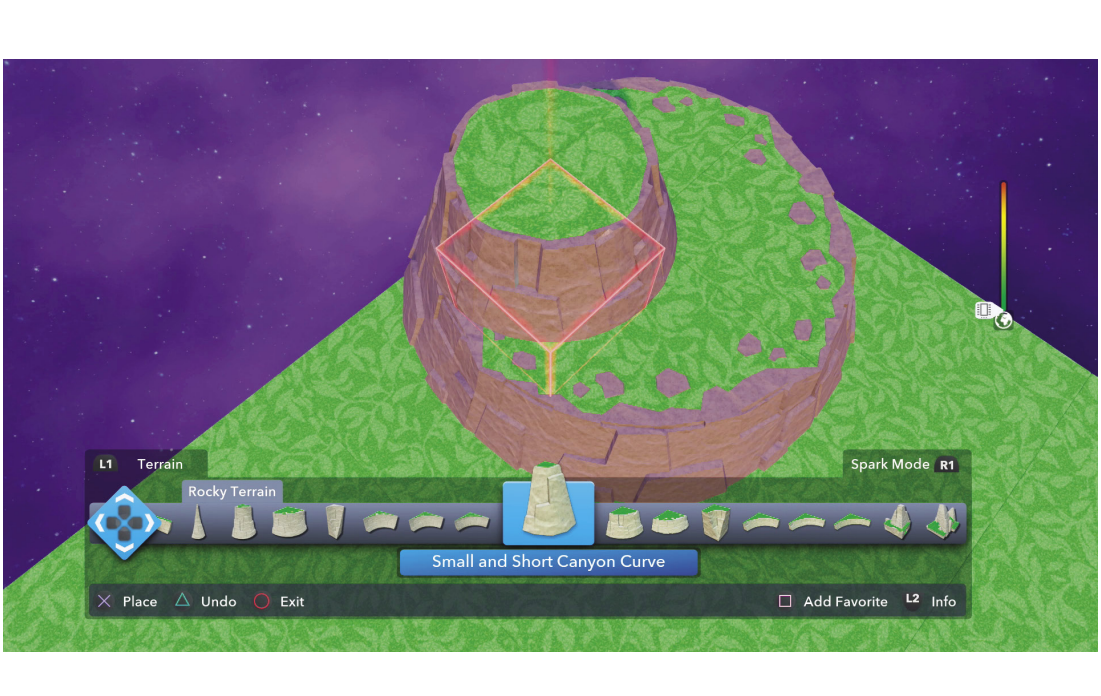
Terrain: This filter is great when creating the terrain of your world. Select from rocky terrain, cliffs and ledges, water, flat terrain, slopes and ramps, and finally caverns and tunnels.

Game Maker: When creating a game, this filter comes in handy by helping you choose toys divided into platforming toys, sports toys, game templates, game setup toys, driving toys, Toy Box Games toys, rails, and other game toys.

Buildings: There are lots of building toys, so this filter organizes them by theme—treehouse building set, city building set, famous landmarks, complete buildings, cottage building set, suburbs building set, Agrabah building set, castle building set, builders and creators, and Play Set themed building sets.

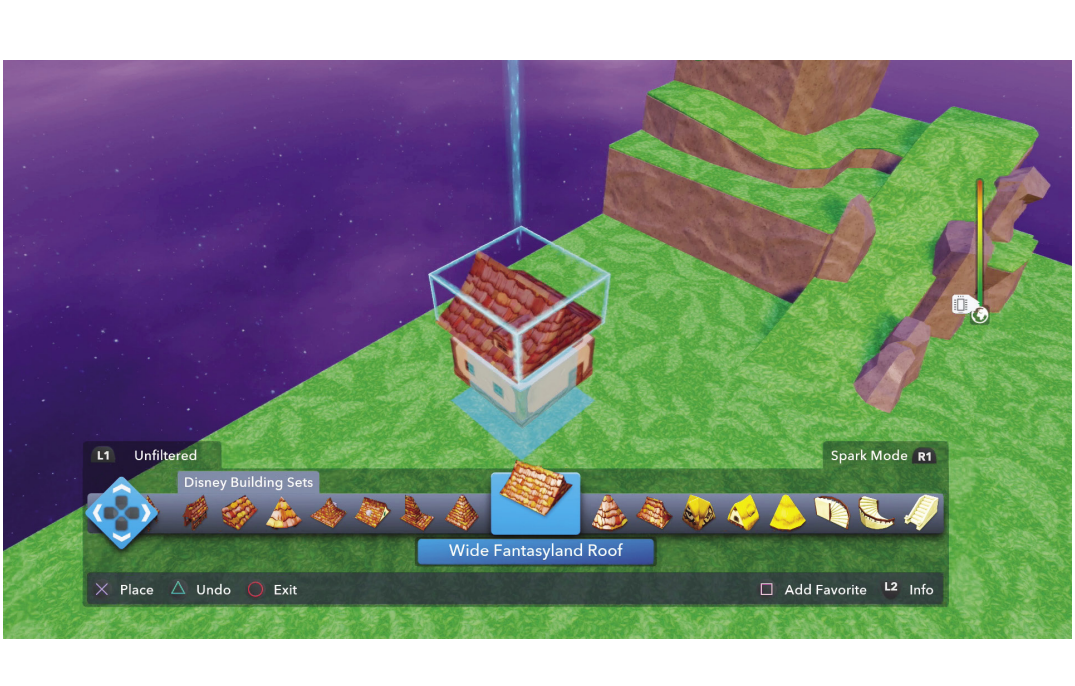
Simple Toys: These toys are divided into instant fun, active toys, mover toys, and active blocks.

TERRAIN


L1 Terrain
Spark Mode R1
Rocky Terrain
Small and Short Canyon Curve
Place
Undo
Exit
Add Favorite
L2 Info

Terrain is the ground for your Toy Box Worlds. You can use it to expand the size of your worlds or to create features on your worlds. Build slopes and hills or even underground caves. When building a world, you usually want to start out with the terrain first, since it is on this terrain that you will build all your structures. Experiment with different levels of terrain to create some interesting features. For example, create a cave system or canyon through which you can have a horse race.

DISNEY BUILDING SETS


L1 Unfiltered
Spark Mode R1
Disney Building Sets
Wide Fantasyland Roof
Place
Undo
Exit
Add Favorite
L2 Info

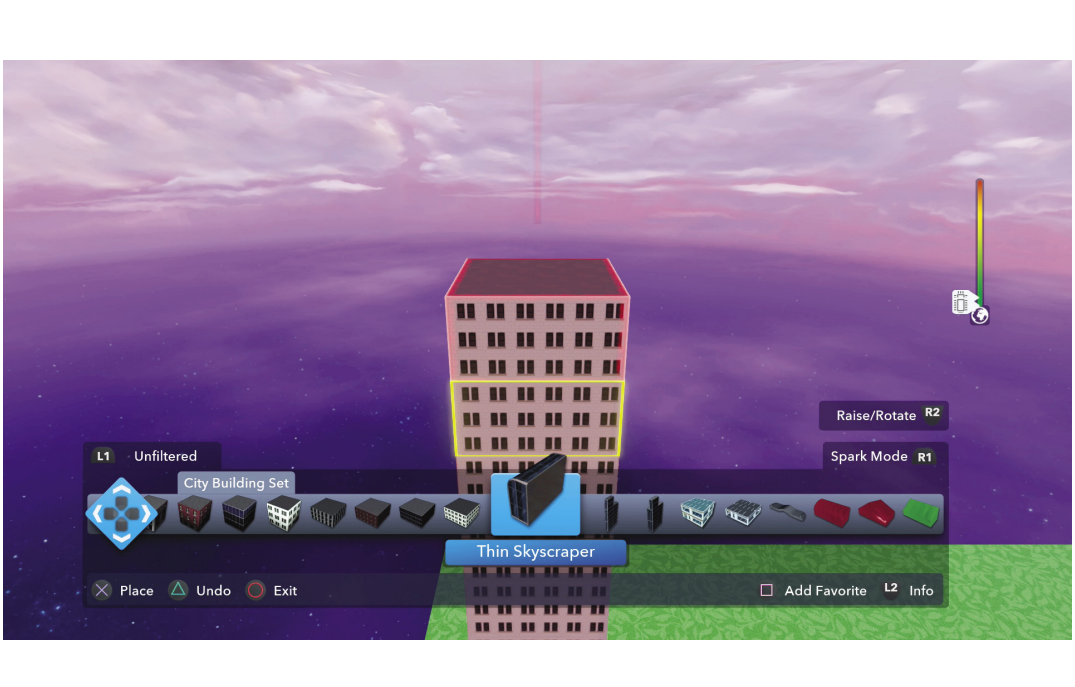
4925
20
Use Wand

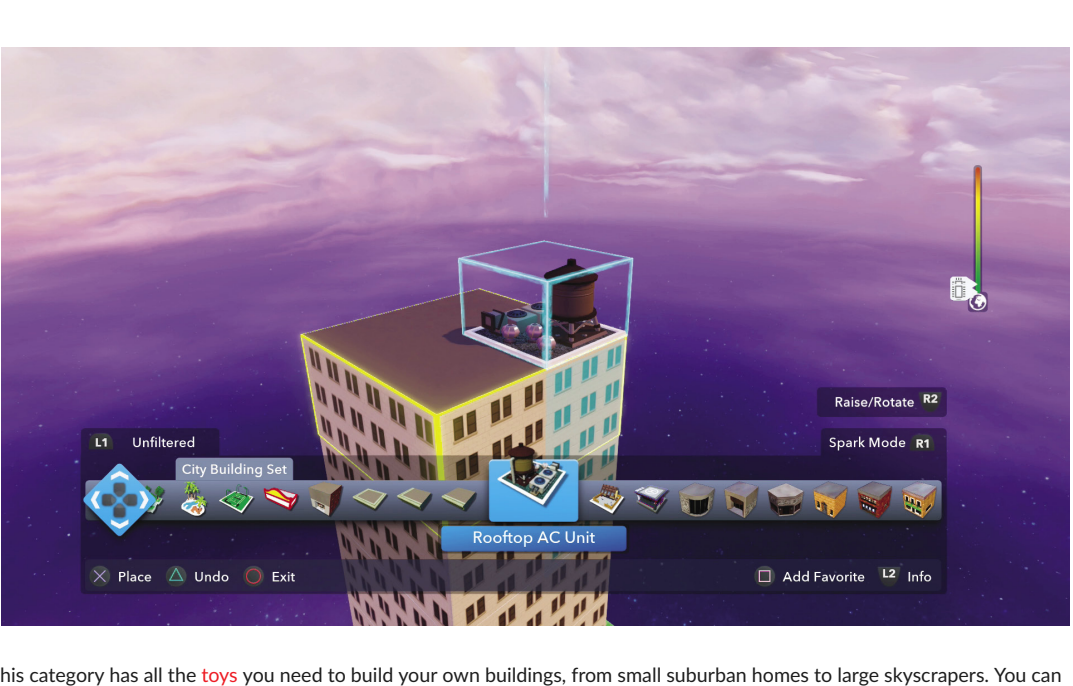
These toys consist of several different parts that can be put together to create one type of building. For example, you can unlock parts to build a treehouse, an Agrabah marketplace, a DunBroch castle, or a Fantasyland village. There are several different parts for each, so you can really create a custom structure with lots of different features.

Tip

If you are going to be using Building Sets toys, it is a good idea to start with them, since they can make some very large structures.

CITY BUILDING SETS


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
City Building Set
Thin Skyscraper
Place
Undo
Exit
Add Favorite
L2 Info


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
City Building Set
Rooftop AC Unit
Place
Undo
Exit
Add Favorite
L2 Info

This category has all the toys you need to build your own buildings, from small suburban homes to large skyscrapers. You can also find all the decorations to attach to and customize the buildings or for placing around the buildings to make it a more complete city setting for your Toy Box Worlds.

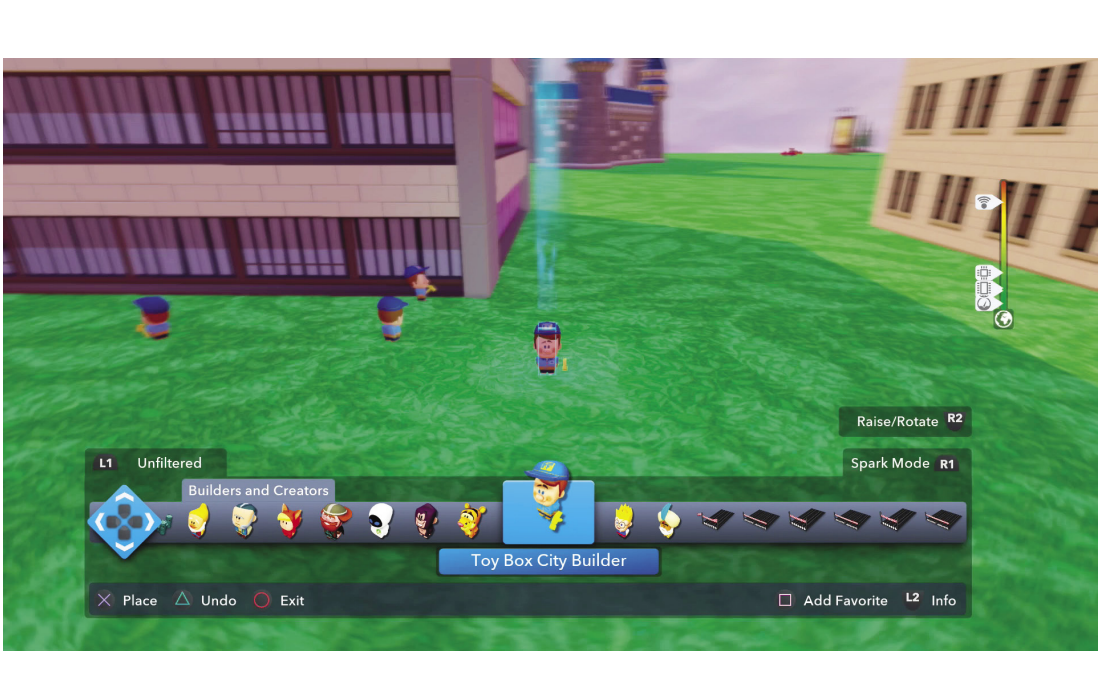
DISNEY INFINITY 1.0 BUILDING SETS

These are the building sets that are from *Disney Infinity 1.0*. It includes parts to build a Disney-style castle or the Agrabah Palace as well as some other related toys.

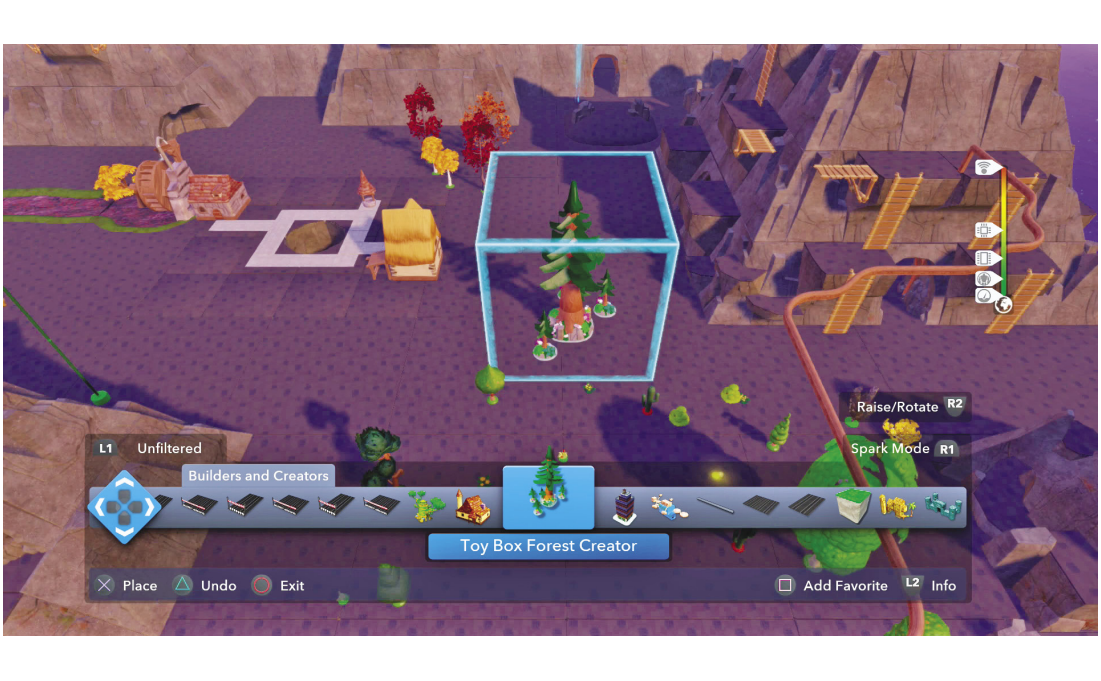
Tip

When creating your own Toy Box World, it is a good idea to start big and end small. Put out all your big terrain or buildings first, then add small details such as plants, decorations, and even townspeople or critters. If you don't, the small toys will get in the way of your larger toys.

BUILDERS AND CREATORS


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Builders and Creators
Toy Box City Builder
Place
Undo
Exit
Add Favorite
L2 Info

Builders and creators were covered earlier in this chapter. Builders look like townspeople. You place them in your Toy Box Worlds and they begin building structures of a specific theme such as castles, cottages, or even platforming games. They take some time to do their job.

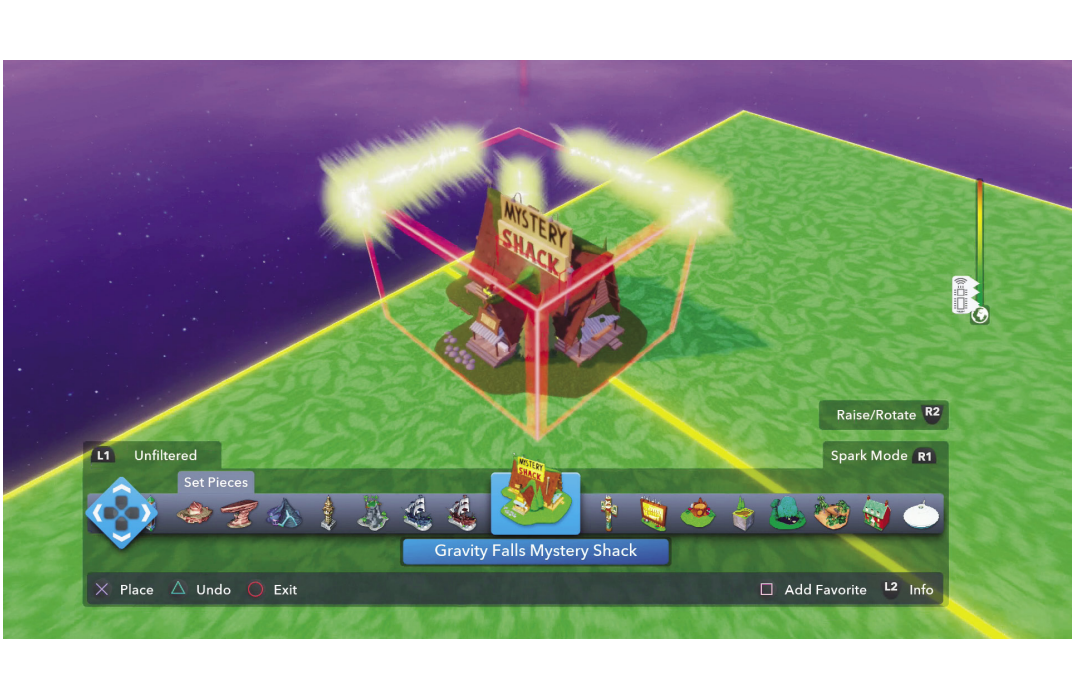

Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Builders and Creators
Toy Box Forest Creator
Place
Undo
Exit
Add Favorite
L2 Info

Creators, on the other hand, let you designate an area in your world. Then the creator will quickly build its themed structures. For some, such as castles and race tracks, but sure you have lots of room so the creator can do a good job for you.

BUILDINGS

Buildings are complete structures. You pick one, place it, and you are done. You don't have to assemble a bunch of pieces like the Building Sets. They range in size from the very small Hotdog Stand to the large buildings from the Monsters University Play Set.

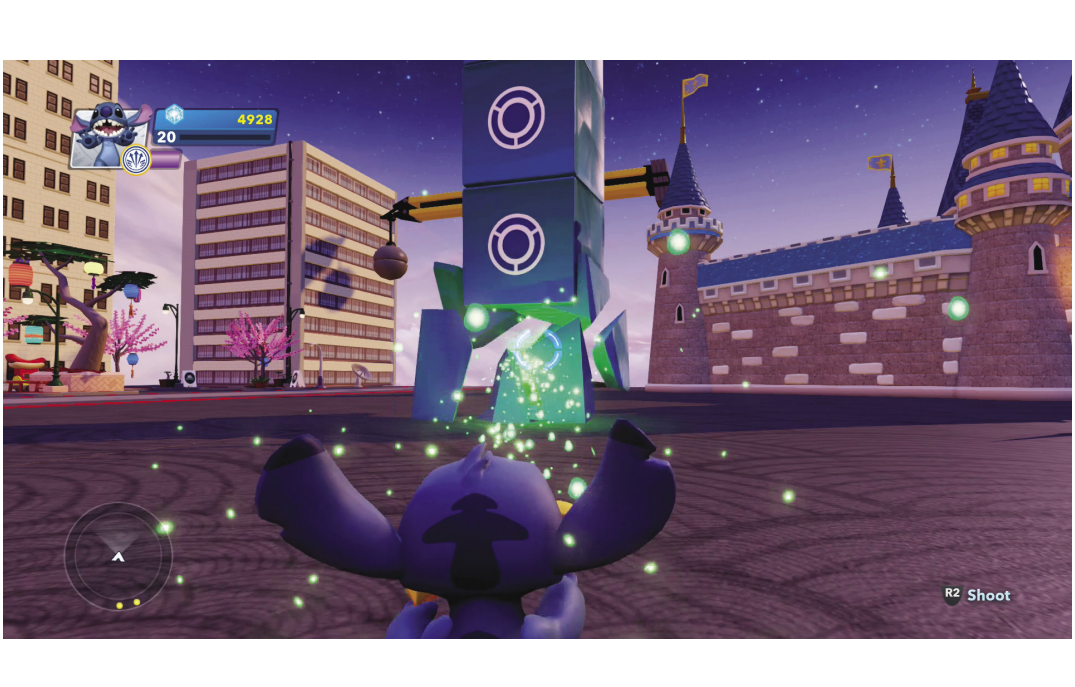
SET PIECES


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Set Pieces
Gravity Falls Mystery Shack
Place
Undo
Exit
Add Favorite
L2 Info

4925
20
Gravity Falls
Mystery Shack

Set pieces, for the most part, are very large toys. Many are from the sets of Disney movies, shows, or theme parks, or they have some type of interactive features. These are fun to use and can add a major talking point to your worlds when you invite your friends. Be sure to show them your very own Pride Rock, Matterhorn, or Dungeon—all right next to each other.

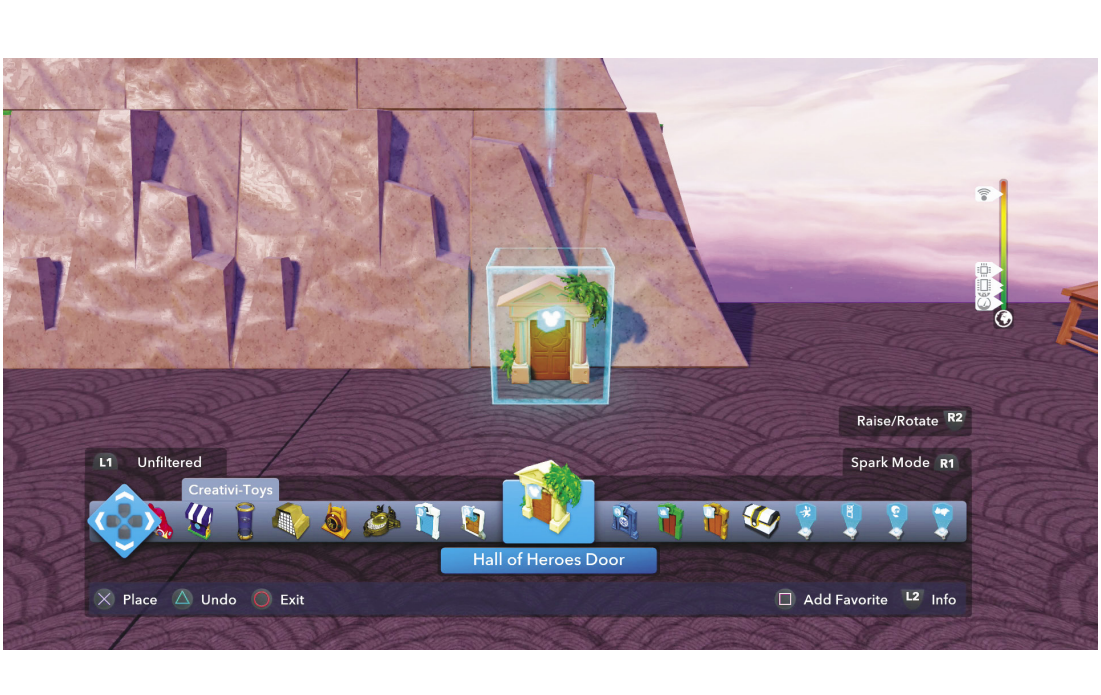
INSTANT FUN


4928
20
R2 Shoot

5028
20
Use
Use Wand

Instant Fun contains a variety of different toys such as the Sky Changer, the Enemy Creator, and several other items such as blocks that can be destroyed. Many are interactive in some way and don't necessarily fit into one of the other categories. You can also find all the traps from the Toy Box Games here. Be sure to check out these toys, since most can be fun to use in your world no matter what the theme.

CREATIVI-TOYS


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Creativi-Toys
Hall of Heroes Door
Place
Undo
Exit
Add Favorite
L2 Info

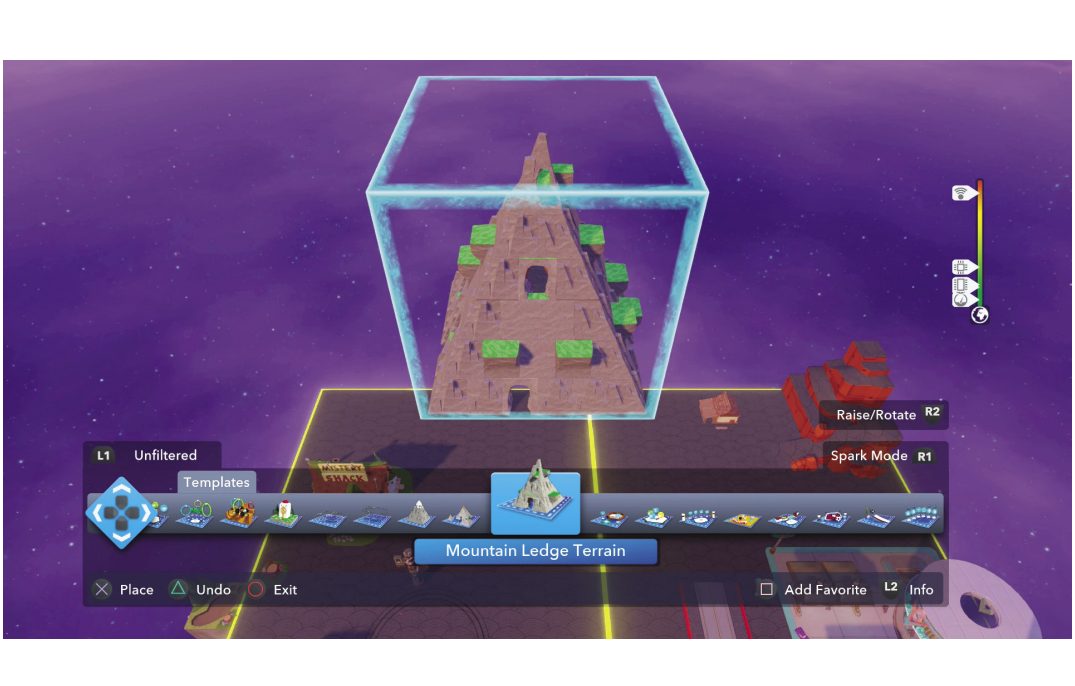
Creativi-Toys are the thinking or logic toys of the Toy Box. They can be programmed with functions to be triggers or reactions. You can even link several of these toys in series or parallel so that one action or trigger can result in several different reactions. We have included a section devoted entirely to Creativi-Toys later in this chapter. Be sure to check it out. And the best way to learn about these toys is to put them in your Toy Box Worlds and play with them. Creativi-Toys can be purchased in the Toy Store and can interact with some toys in other categories as well.

PLATFORMING TOYS

4928
20
Use Wand

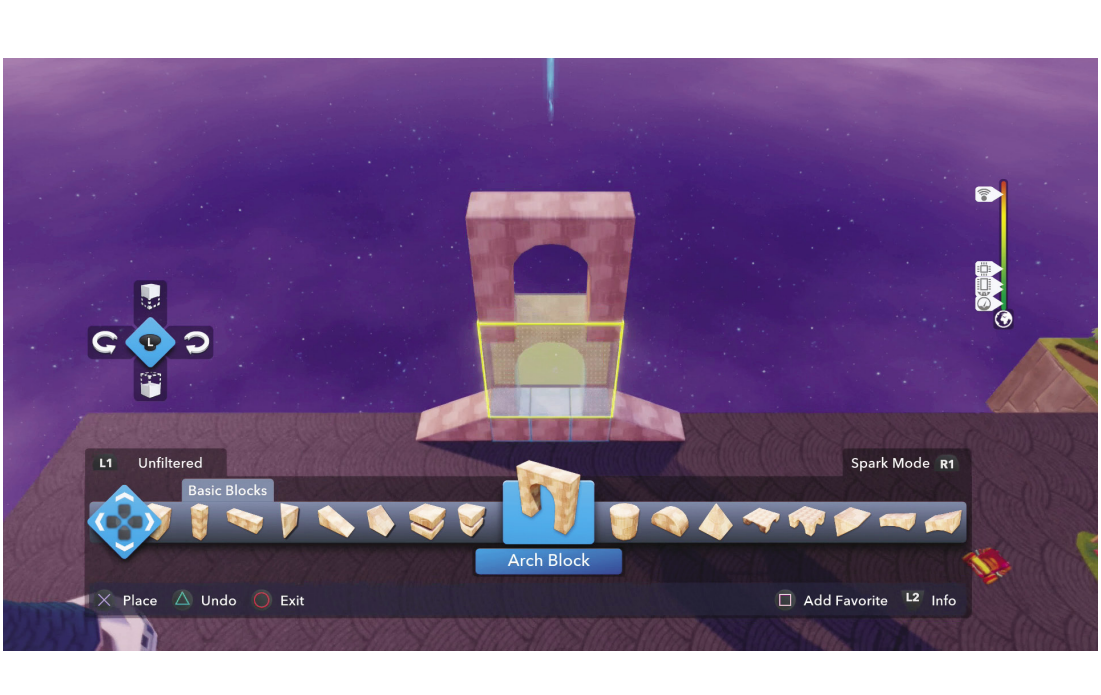
Do you want to make a platforming game? Then many of the toys you will need can be found in this category. In addition, you can find rails and ledges as well as ladders and bridges here. Some of these toys are interactive or move. This is also where you can find lava blocks for your terrain.

TEMPLATES


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Templates
Mountain Ledge Terrain
Place
Undo
Exit
Add Favorite
L2 Info

Templates are not really toys but a collection of toys that can be placed all at once and are connected to each other. Some templates are terrain with plants and decorations. Other templates are complete games. There are even platforming templates that you can piece together quickly to make a platforming game. Templates are a good way to create games or learn about how Creativi-Toys can be connected and work together.

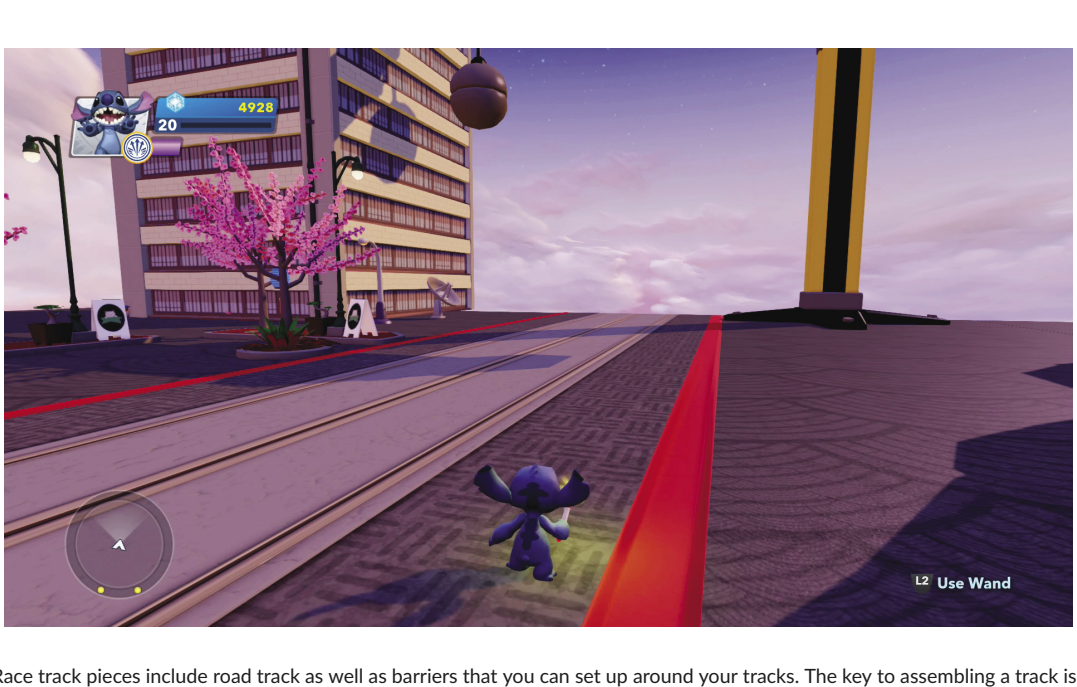
BASIC BLOCKS


L1 Unfiltered
Spark Mode R1
Basic Blocks
Arch Block
Place
Undo
Exit
Add Favorite
L2 Info

Blocks are just that—blocks. They come in many different shapes and sizes. Use them to build things just like you might with a box of wooden blocks in real life. You can even change the theme of the blocks from their default stone look to a variety of themes that you can unlock. In addition to the standard blocks, there are also blip blocks that are destroyed when you hit them.

RACE TRACK PIECES

4928
20
Use Wand


4928
20
Use Wand

Race track pieces include road track as well as barriers that you can set up around your tracks. The key to assembling a track is to ensure that each piece connects to the adjacent pieces, otherwise you have trouble racing on them. Once you have used the pieces to create a track, try changing the theme. While the slot car track is the default, there are several themes that can be unlocked in the Toy Store. Race track pieces also include ramps and other toys for doing stunts.

SPORTS TOYS

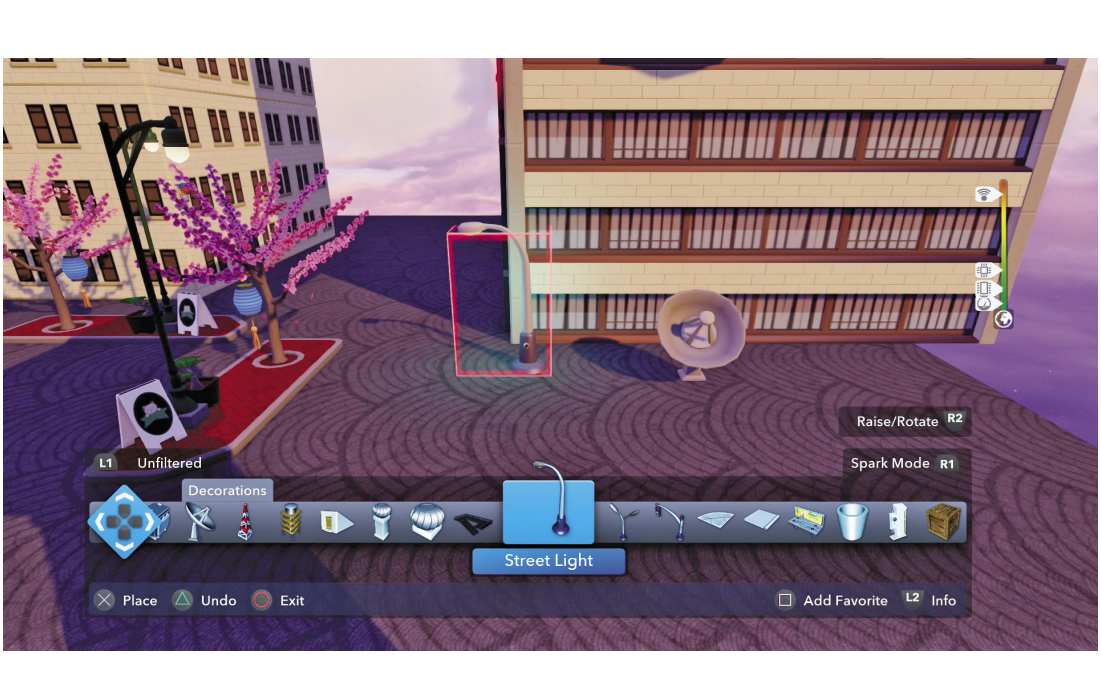
These toys are great for creating games you can play with other players. Several of the goals can be linked to Creativi-Toys to keep score or do other functions. The balls and puck all react according to the laws of physics. It is a good idea to include some barriers when building with sports toys. It is no fun when your soccer ball rolls off the edge of the world.

PLANTS

4928
20
Use Wand

Your world can always benefit from some green and the Plants category has you covered. Pick from trees, flowers, shrubs, and even some non-organic toys such as light poles to give your world some color and flora. Some of the toys in the Plant category are themed. This can be helpful when you want to change the theme of your entire world. Select one of your plants and edit the theme for all plants and, with one action, every themed plant toy will change to the new theme. Some plants cannot change themes.

DECORATIONS


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Decorations
Street Light
Place
Undo
Exit
Add Favorite
L2 Info

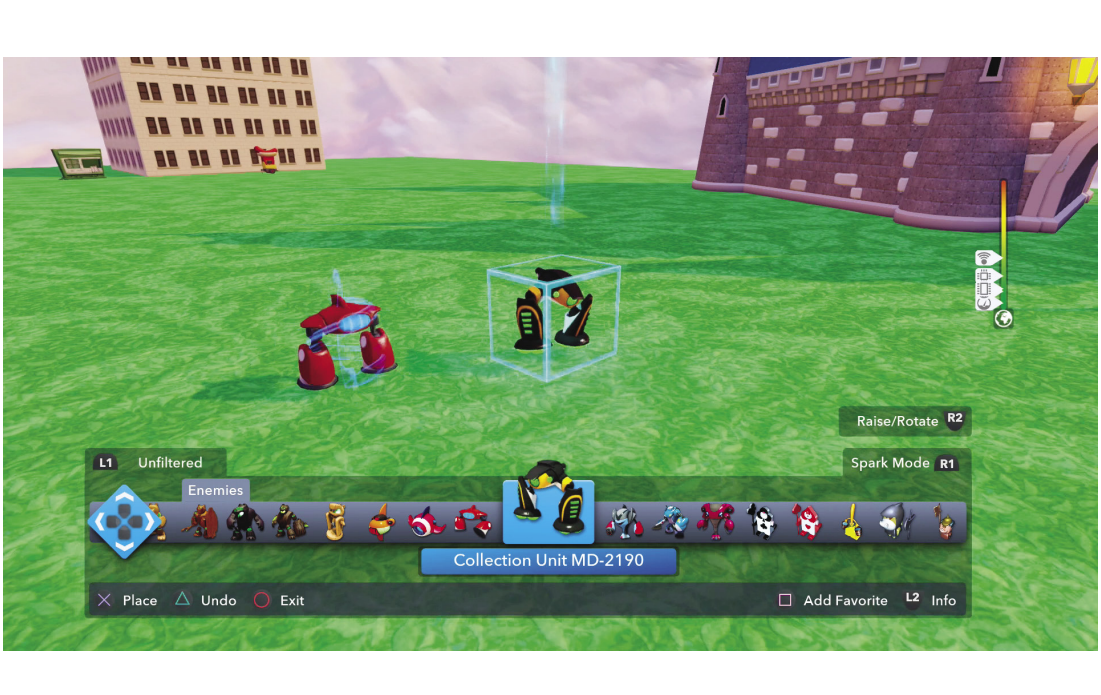
While you have some large toys with which to play, Decorations are much smaller. However, they can be just as important. Decorations fill in empty spaces and provide continuity for your world. Some decorations can be destroyed, while others are static and just stay there.

VEHICLES AND MOUNTS

4925
20
Exit Vehicle

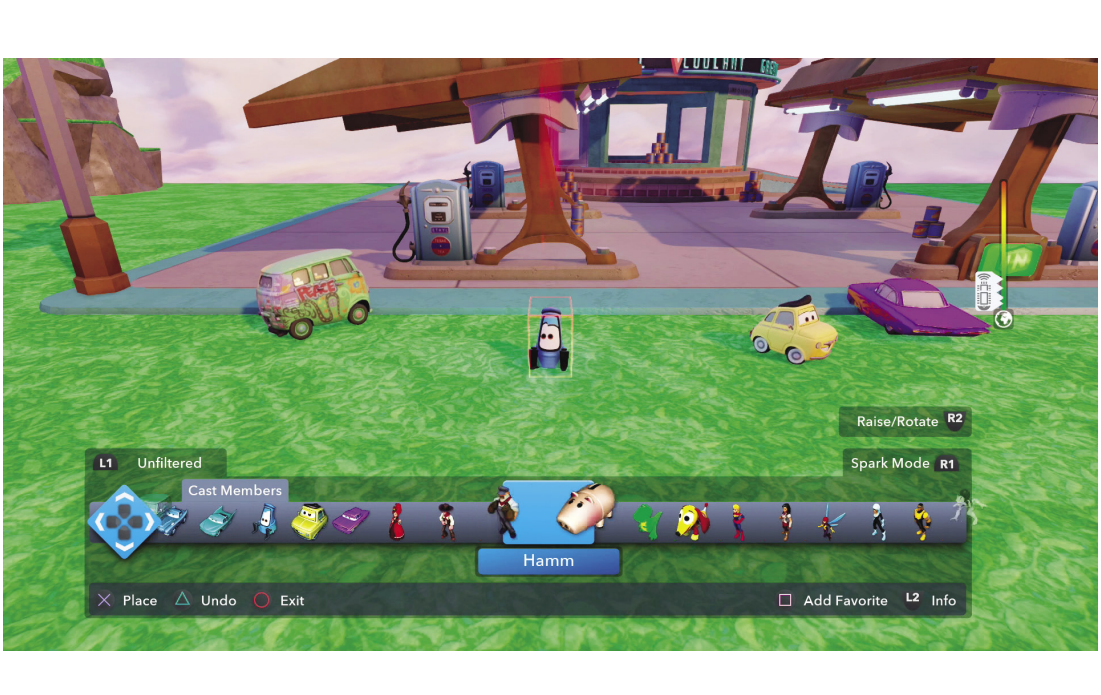
Your characters need a way to get around the Toy Box Worlds you create. That is where the Vehicles and Mounts category comes in. A mount is an animal you can ride—usually a horse, mule, or even an elephant. Vehicles come in two types—ground or air. Ground vehicles can drive along the ground and stay on the ground—unless you drive off a cliff or do some stunts. Air vehicles, on the other hand, can fly through the air. You can use both vehicles and mounts for races as well as transportation. Most vehicles also include weapons. You can use these for games where you have to destroy a number of targets or even for getting hits on opponents' vehicles.

ENEMIES


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Enemies
Collection Unit MD-2190
Place
Undo
Exit
Add Favorite
L2 Info

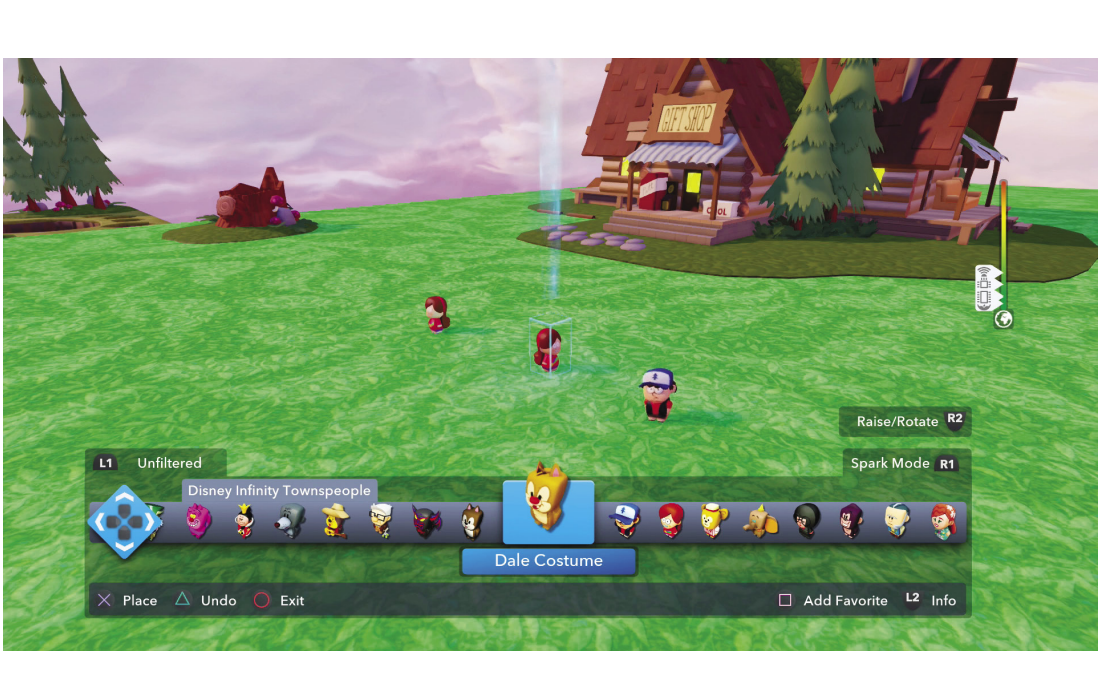
What would a Disney movie be without villains? Add some spice and conflict to your world by including enemies. While you start out with only a few, you can unlock lots more in the Toy Store. You can keep a theme for your enemies, or mix and match them for a battle royale. In a Toy Box World, enemies will attack any players (unless you use a Creativi-Toy to assign teams). They do this automatically and will actually seek out players as they wander around the world. Of course it is always fun to let loose a few enemies when visiting a friend's world as well.

CAST MEMBERS


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Cast Members
Hamm
Place
Undo
Exit
Add Favorite
L2 Info

Cast members are unlocked in the Play Sets. They are the characters in the Play Sets that give you missions to complete. Cast members will walk around a Toy Box World on their own. They do not interact with you, do not attack you, and can't be harmed or defeated. They are there to add personalities to your world. Don't be shy about mixing up these toys. It is always fun to see monsters roaming the streets of an Old West town. Remember, this is your world.

TOWNSPEOPLE


Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Disney Infinity Townspeople
Dale Costume
Place
Undo
Exit
Add Favorite
L2 Info

These little townspeople like to dress up in costumes from various Disney movies or related features. They will scoot around the world not causing any harm. They are great for populating a town in your world to give it some more personality and life. While they don't attack, you can pick them up and even throw them. Try picking them up and drop kicking them by jumping and then pressing the alternate attack button. You can make a game where you have to punt townspeople through a goal post. (Only in your Toy Box World. Please do not attempt this in the real world.) These toys can be unlocked from the Toy Store.

CHARACTER TOWNSPEOPLE

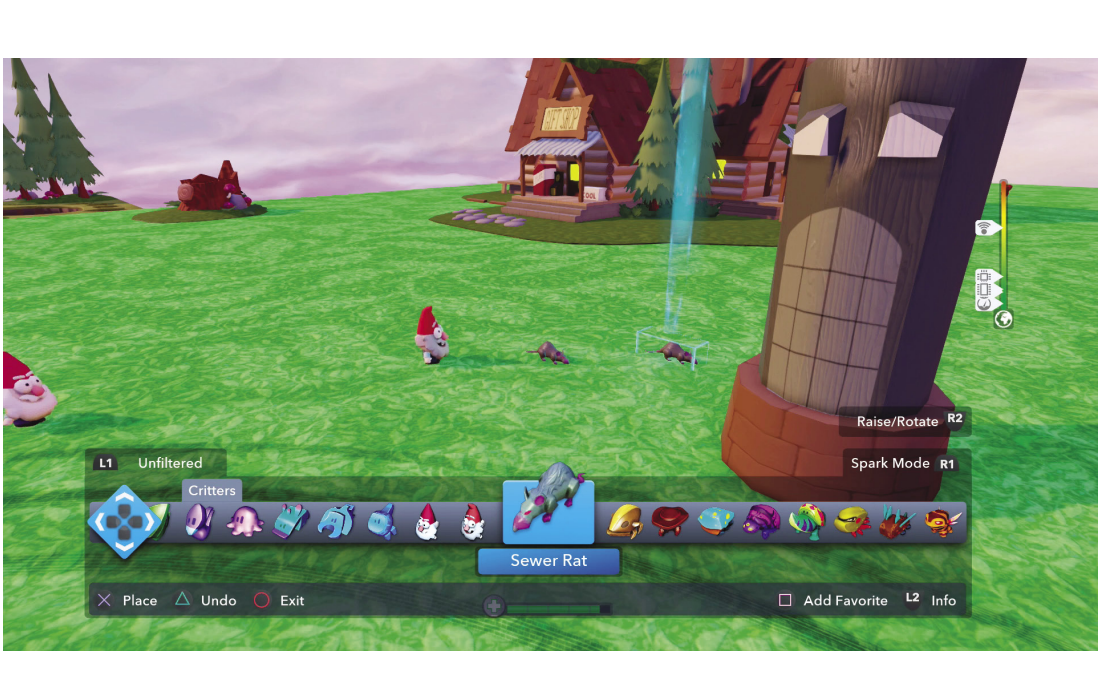
These townspeople are just like the other townspeople. The only difference is that they are unlocked by placing characters on the Disney Infinity base for the first time.

SIDEKICKS

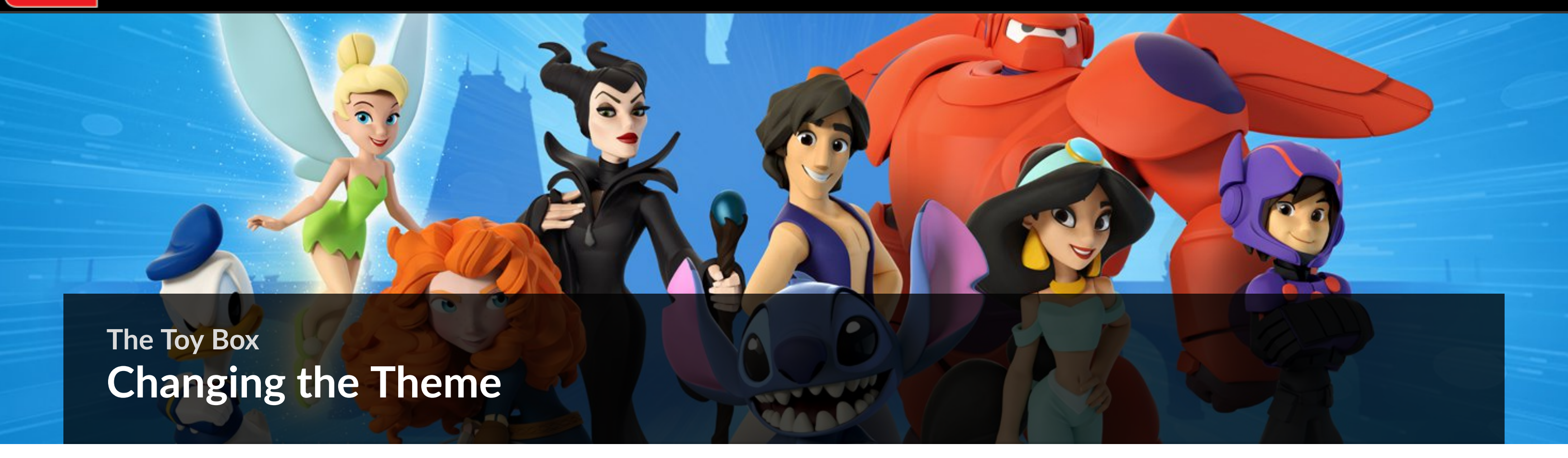
4925
20
9
1
1
Recruit Sidekick

Sidekicks look like townspeople, however they a greater ability to interact. A character can select a sidekick within a Toy Box World. That sidekick will then follow that character around. When the character comes under attack, the sidekick will fight against enemies and can even help heal a character. Sidekicks are great for games with combat to give your characters a little helping hand.

CRITTERS

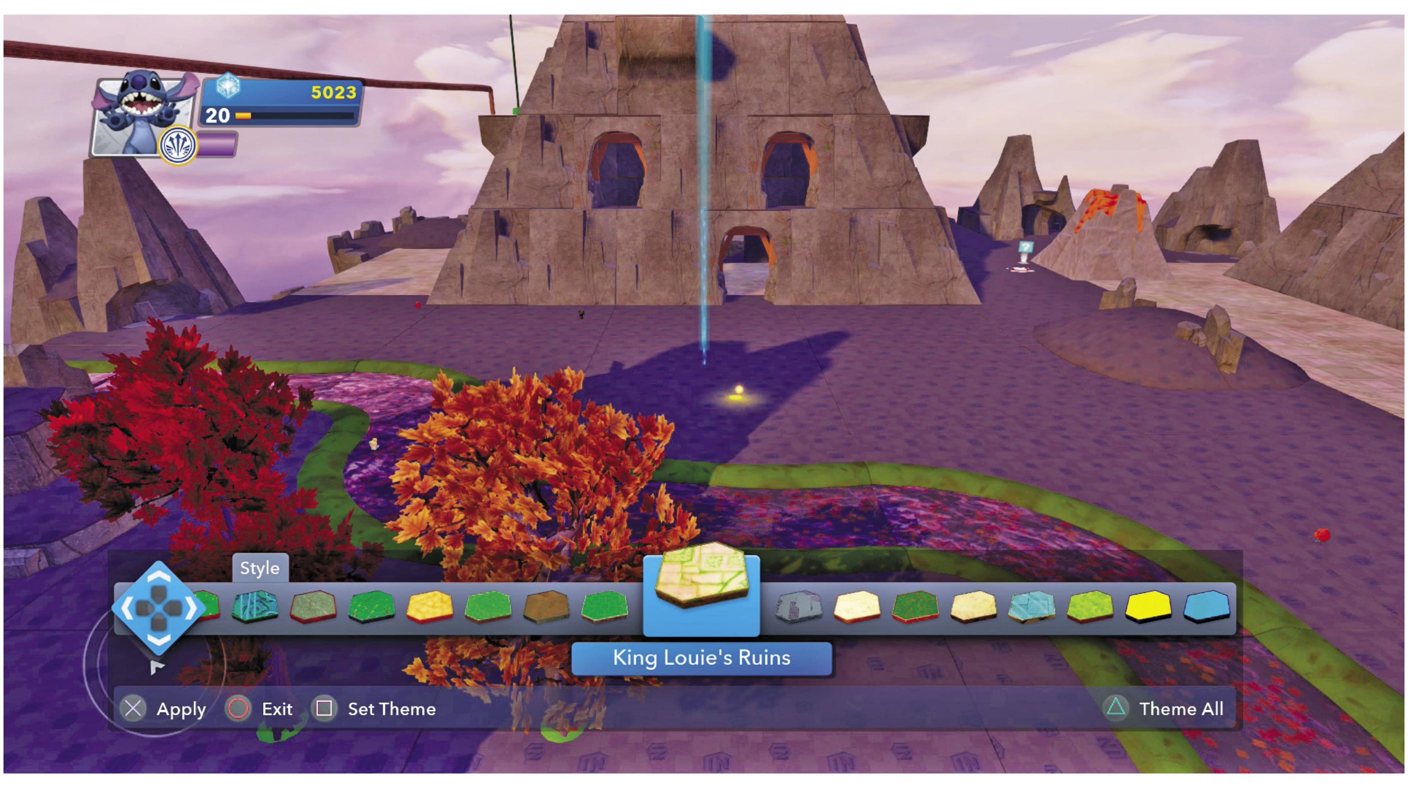

Raise/Rotate R2
L1 Unfiltered
Spark Mode R1
Critters
Sewer Rat
Place
Undo
Exit
Add Favorite
L2 Info

Critters are just like townspeople—except they are not people. They are animals—blocky animals. While you may want to put townspeople near your buildings and towns in your worlds, place critters out in the forests. You can pick up critters just like the townspeople, however critters are skittish and tougher to catch. You need to move slow if you want to catch them. Rush at them and they tend to run away.

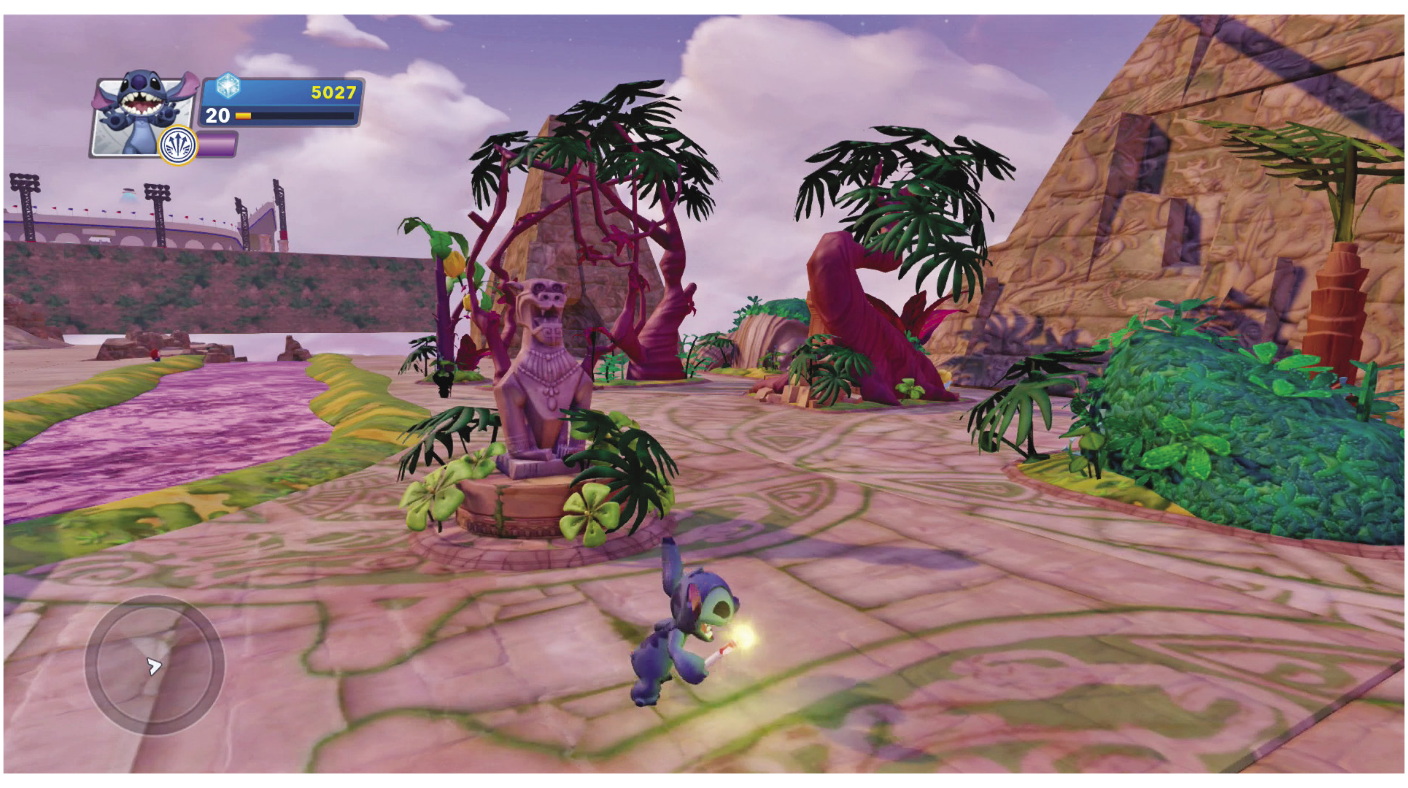


The Toy Box

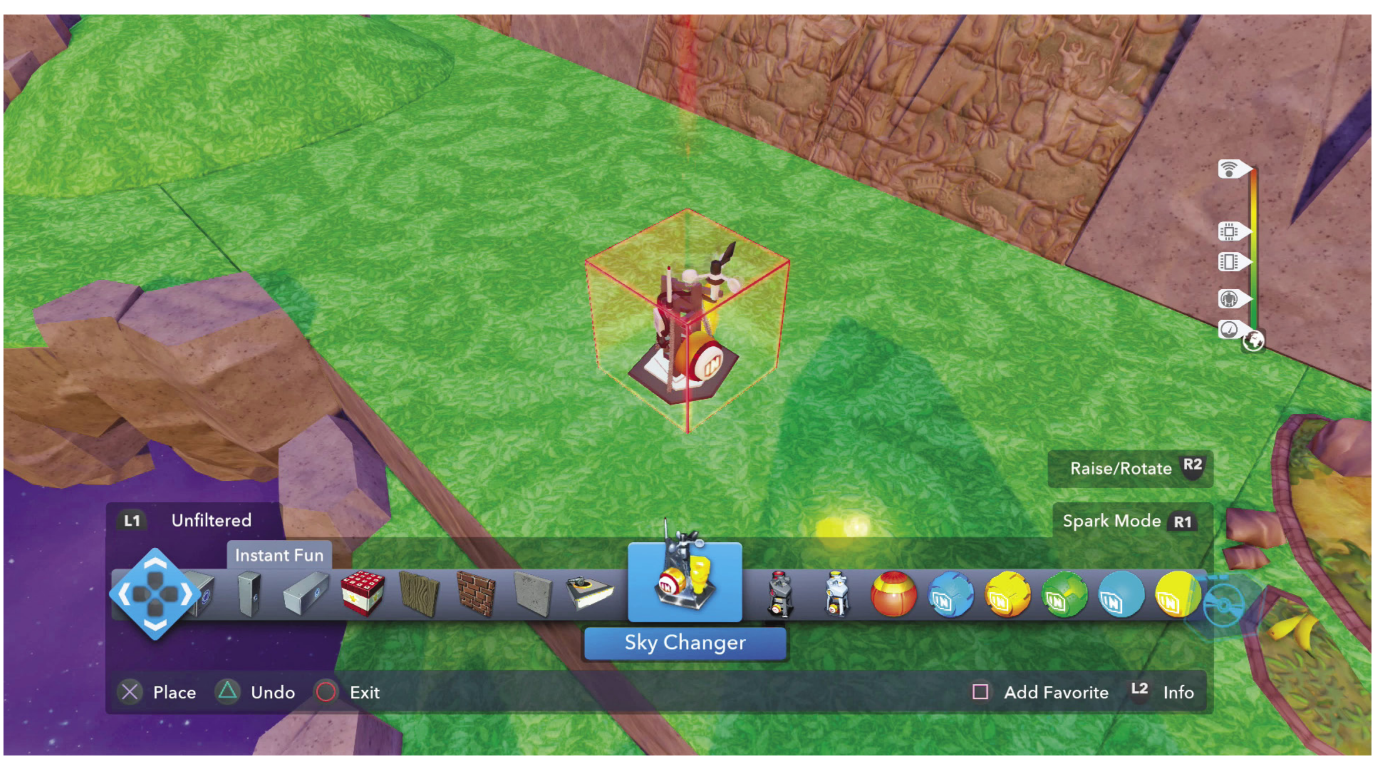
Changing the Theme

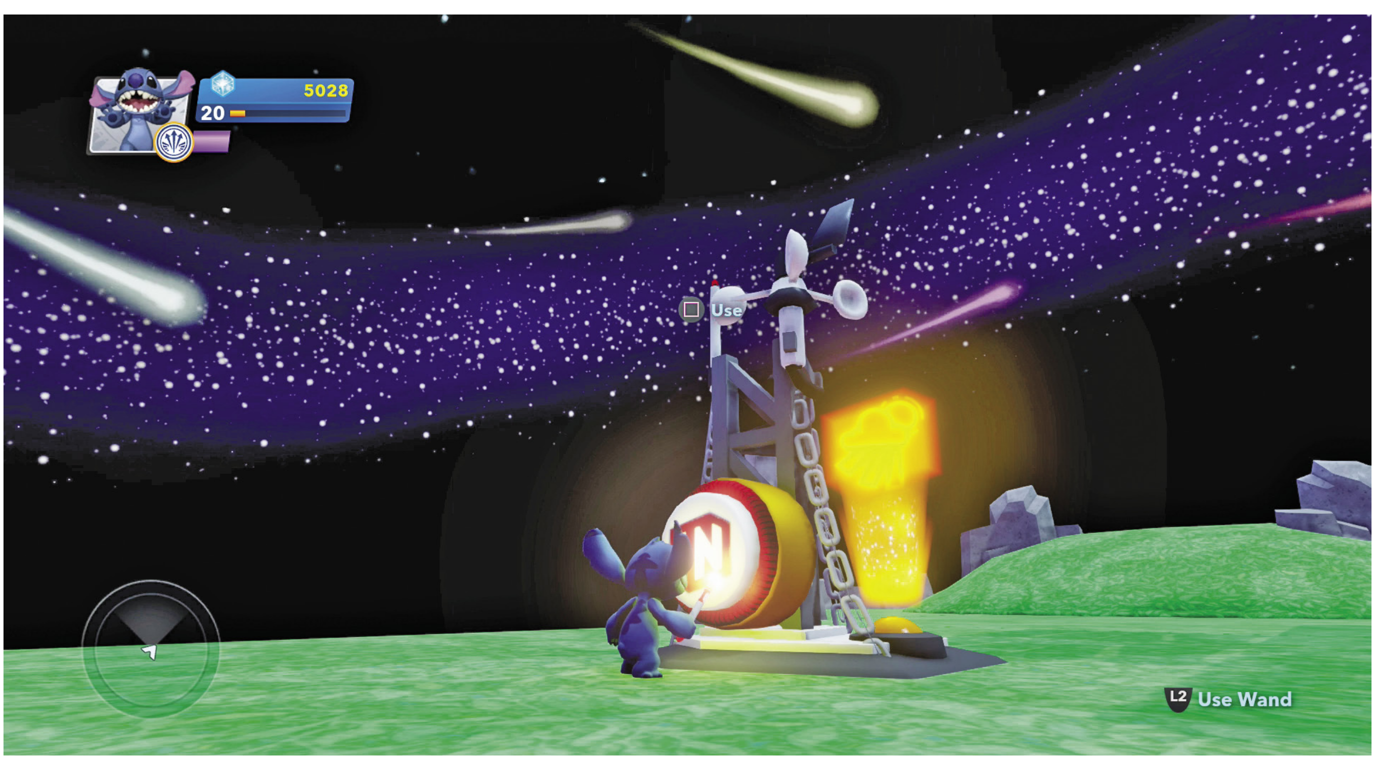


You can change the look of a Toy Box World with just a few steps and not even have to build anything new. The default theme for most of the pre-built Toy Box Worlds, with the exception of the Play Set Toy Boxes, is Fairytale Kingdom. This theme affects the ground. To change it, use the magic wand and select the ground of any part of the world and then press the button corresponding to the art palette icon. A menu pops up along the bottom and allows you to select from all of the themes you have unlocked. Then you can either change just the theme of the block you have selected or change the theme for the entire world. One of the ways to get new themes is to purchase them in the Toy Store.



You can also change the theme of some of the decorations. Select a tree or group of terrain with your magic wand and, if it is themed terrain, you will have the option of editing the theme. Another menu pops up and now you can change the theme of just that one piece of terrain, or all themed terrain in the entire world. Once again, this is a powerful feature and allows you to change the look of a world very easily.

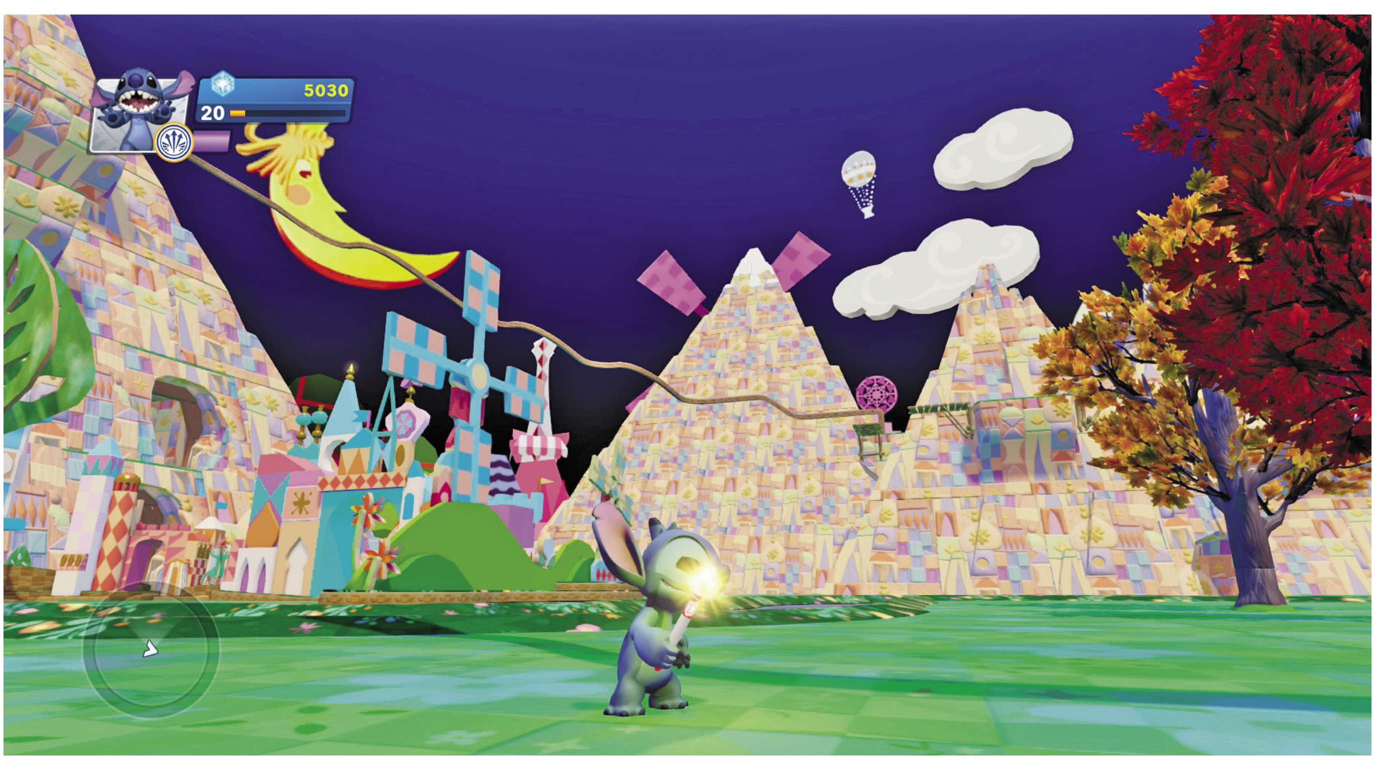


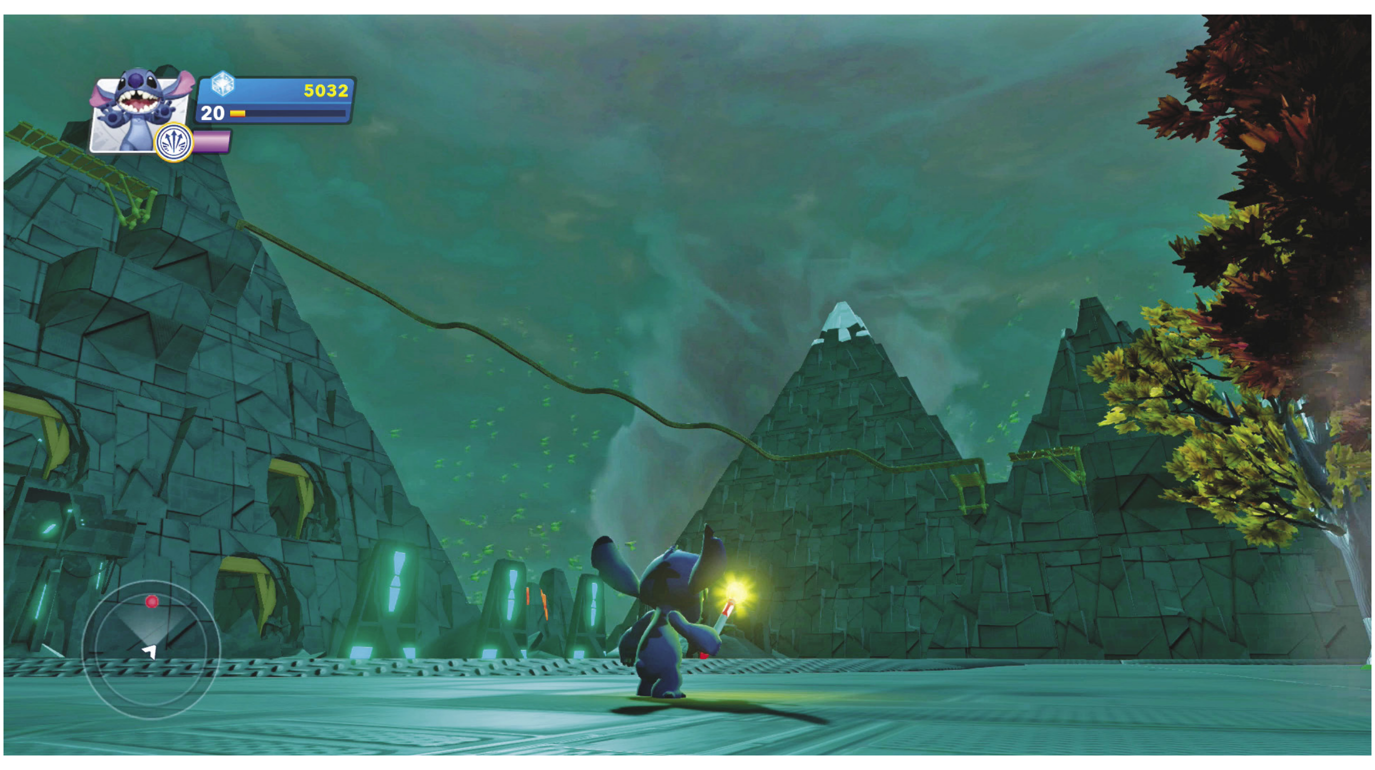


The area surrounding the land of your Toy Box World is called the Sky Theme. It is the backdrop or background to your world. It too can be customized to fit your theme. To do this, go into the editor and, within the Instant Fun category, select the Sky Changer. Place it anywhere in the world. When you hit the large button on the side of the sky changer, the Sky Theme changes to a different theme. It can change the sky to night or make the Sky Theme look like it something from one of the Play Sets. Keep hitting the button on the sky changer to cycle through your choices. Sky Themes are not only visual effects, but also have audio. The background sounds and music change with some Sky Themes, thus adding even more to the experience.

Tip

You can have various themes within one Toy Box World. However, you have to theme each piece individually to do this. However, since you can use Toy Box doors to link Toy Box Worlds, you can create a series of Toy Boxes connected to one another and have a different theme in each. For example, you might want to create a game that begins in one theme and then changes themes as players go through a door to another Toy Box World. Thus you can create different levels—each with their own feel.

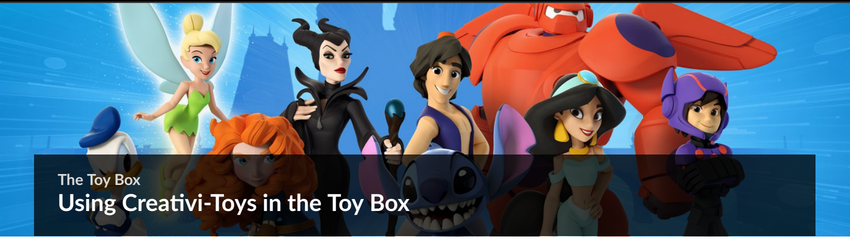




Another way to change themes is through the use of Power Discs. There are two different types of Power Discs that affect theme. The terrain theme changes the ground and themed terrain to the new theme, while the sky theme changes the sky to the new theme. For example, if you want to change the theme of your world to *Peter Pan*, you would need two Power Discs—one for the terrain theme and one for the sky theme. Then if you want to change it back to your original theme, just use the steps above to change the land, the terrain, and the Sky Theme.

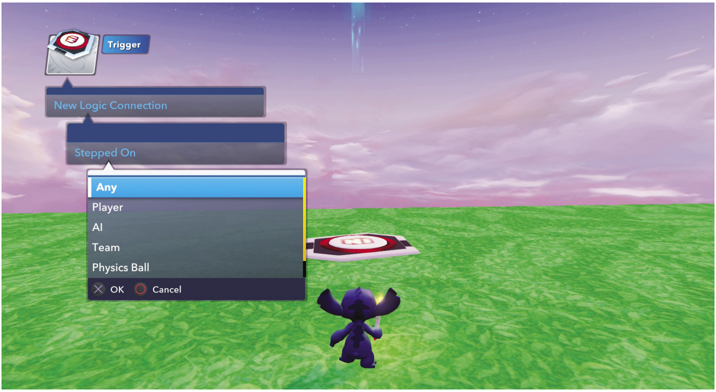
Tip

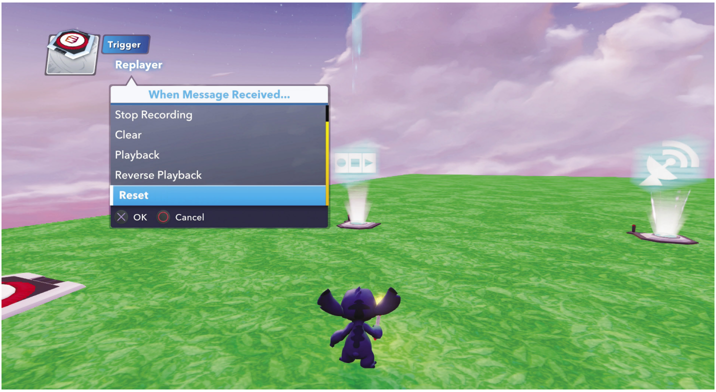
If you change the theme of a Toy Box World using a Power Disc, and then save that world, the theme is saved with the world. When you come back to that world, the theme remains the same. There is no need to use the Power Discs again.



The Toy Box

Using Creativi-Toys in the Toy Box

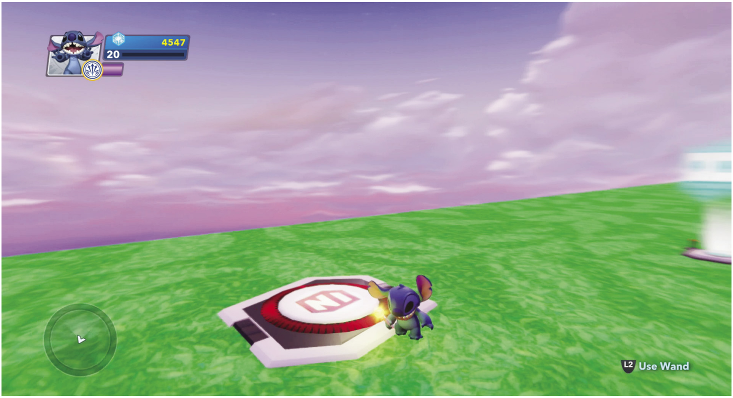




Most of the toys in *Disney Infinity 2.0: Disney Originals* are straightforward in their use. You place them in the Toy Box World and there they are. Creativi-Toys, on the other hand, require a bit more effort, since you have to program them what to do. The key to understanding these toys is learning their two main functions. First, they can act as a trigger. Remember those "If (or when) and then" logic equations you might have learned in math? The trigger is the "when". For example, when a player steps on this pad. Or it could be something like "when the elevator reaches the top of its path". These triggers set the conditions for another action or behavior. That is the second function of a Creativi-Toy—to cause a behavior effect. This is the "then" part of the equation. It could be something like "then the door opens" or "the pad spawns a blaster". A quick setup uses a trigger and a falling object generator. Select the trigger by pressing the connect button and choose a trigger action such as "stepped on". Then select the falling object generator with the connect button and select a behavior such as "ESPN Soccer Ball". Now if your character walks onto the trigger, a soccer ball will drop from the falling object generator.

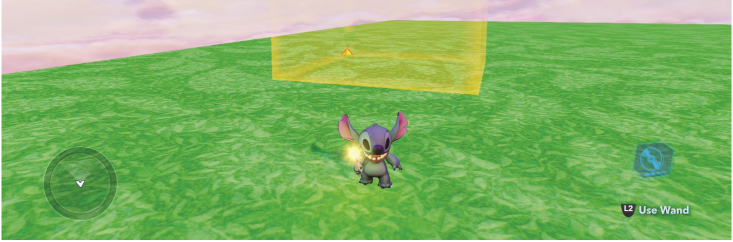
Some Creativi-Toys can only be a trigger or an effect and some can be both. Let's take a look at the different Creativi-Toys available in the Toy Box.

TRIGGER



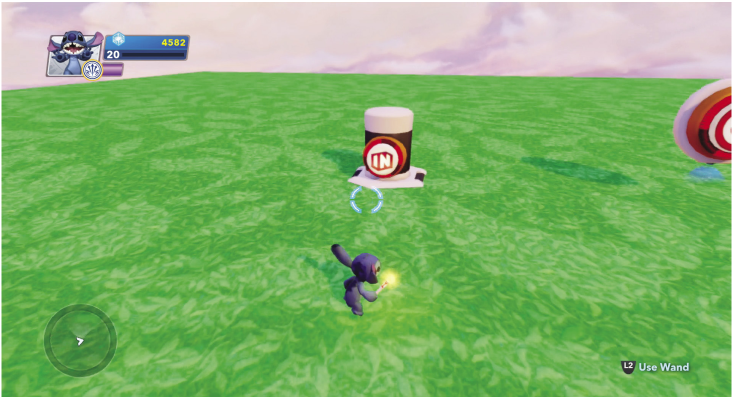
The trigger is a pressure pad and one of the simplest Creativi-Toys. In order for it to have an effect, it must be connected to another toy. It sends a signal when it is either stepped on or stepped off. You can even determine what has to step on or off of the trigger in order to send the signal to another toy to cause a behavior.

TRIGGER AREA



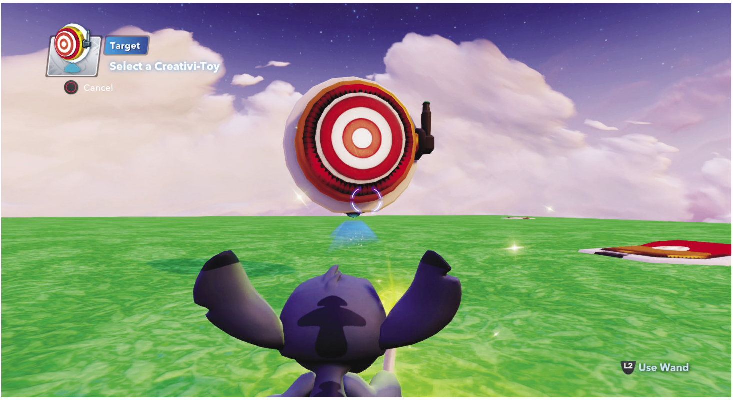
The trigger area acts like a trigger. However, instead of stepping on a pad, it triggers when something walks through an area that is invisible in the Toy Box World (but visible in the editor mode). There are several different ways you can set the trigger area, including for specific players. This works great when creating games to play against other players.

ACTION BUTTON



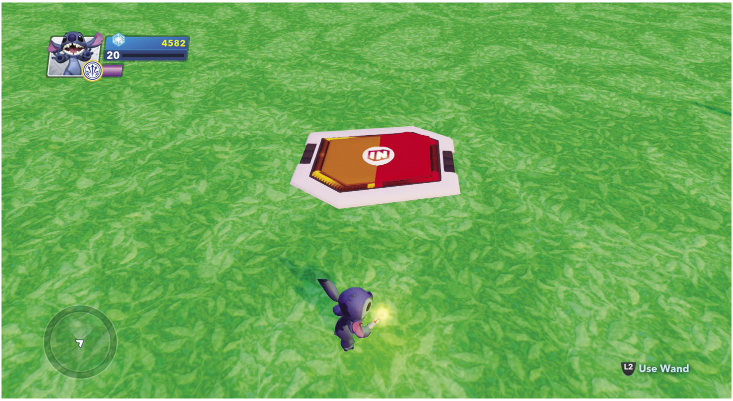
The action button can be a trigger as well as a behavior. You could have another trigger cause the action button to be pressed as the behavior, so something else could trigger the action button to be pressed.

TARGET



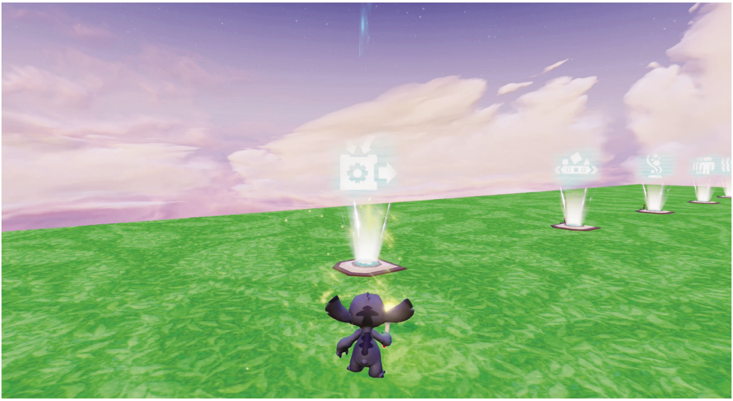
This trigger device only activates when you shoot at it or throw a tool at it. Running into it or hitting it with a melee attack will not activate it. Use this for shooting games.

POWER SWITCH



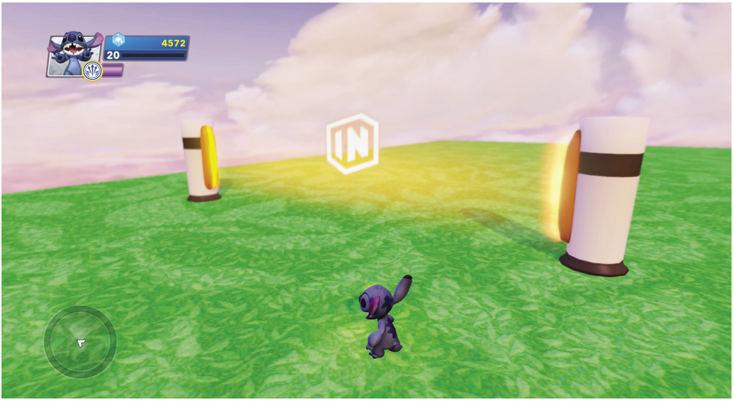
The power switch is a toggle. By stepping on the red side you turn it on. Step on the yellow side to turn it off. You can assign different triggers to both the on and off triggers. In addition, you can have it as a behavior in response to another trigger.

DUAL ACTION TRIGGER



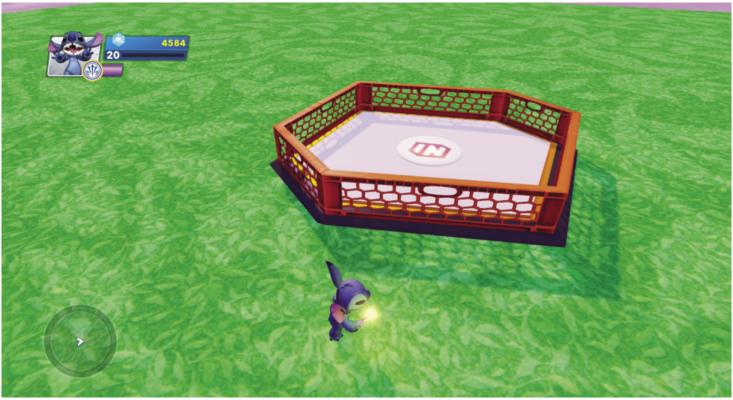
The dual action trigger requires two inputs in order to activate the trigger function. To use it, you would first select two different triggering actions and connect them to the Dual Action Trigger as input 1 and input 2. Then select the dual action trigger and select for what it will act as the trigger. An example of this could be you have to walk through a trigger area and hit a target, then the dual action trigger will cause a light to turn on.

RACING GATE



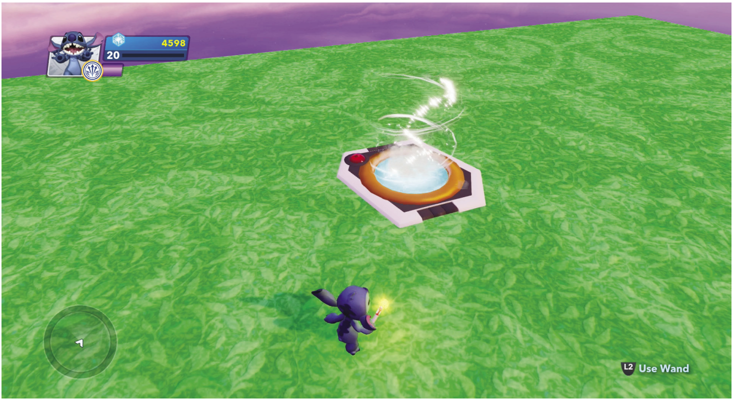
This is similar to a trigger area. However, the racing gate works better for tracks and is also visible so players can see a visual end or finish line to a race.

COLLECTION PEN



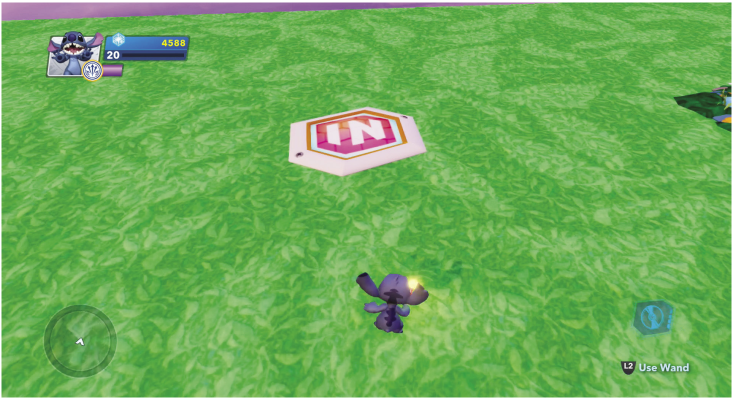
This toy acts as a trigger. However, you can distinguish different triggers depending on what you put into the pen. For example, you could cause one counter to advance if an enemy is placed into the collection pen and another counter to advance when a friend is put into the pen. This can be a lot of fun for creating your own games.

CHECKPOINT



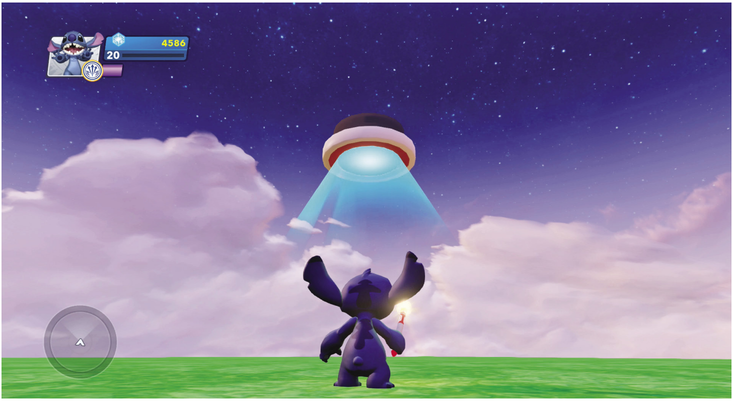
The checkpoint is a bit different than a trigger. It keeps track of the fact that it has been triggered and can only be used once. Use checkpoints for races or other games where you want a player to go to different spots and so they only get one point for each checkpoint. Once a checkpoint is activated, it cannot send out another trigger.

OBJECT GENERATOR



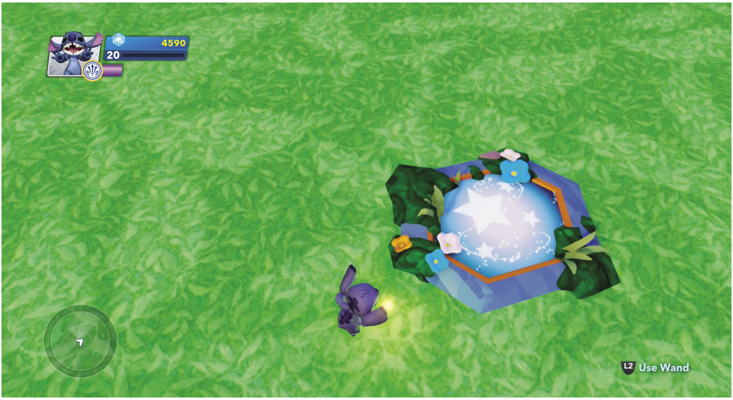
The object generator usually is the behavior as a result of another trigger. You can select from a variety of objects you want to appear on this toy. However, you can also use this as a trigger for when this toy spawns an object or for when an object that is spawned is destroyed. These can be fun for lots of different types of games.

FALLING OBJECT GENERATOR



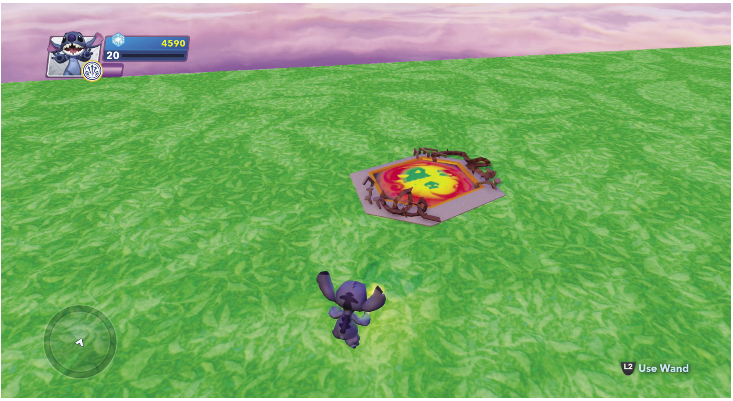
This toy drops balls or a puck down into your world. You can also set its behavior to destroy all of the objects it spawns as a behavior to a trigger. It can also act as a trigger if one of the objects it drops is killed.

FRIEND GENERATOR



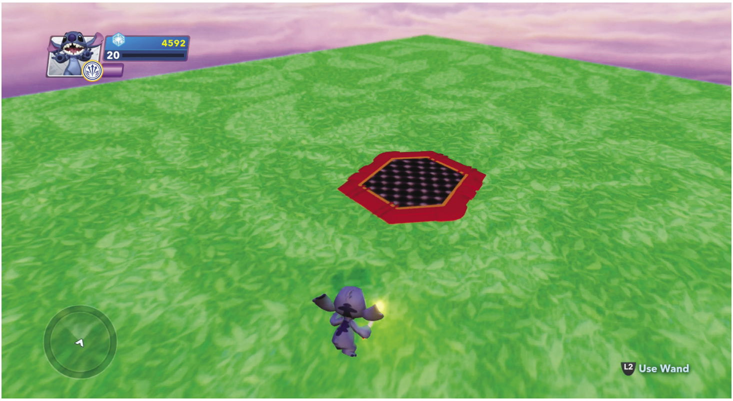
This is similar to the object generator except that it spawns friendly toys.

ENEMY GENERATOR



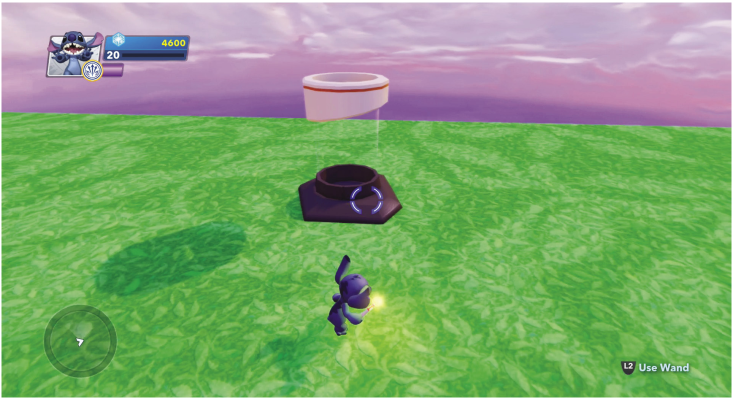
This functions just like the friend generator, but this spawns enemies. It also offers lots of options for the types of enemies you can spawn. Use this toy for combat games.

VEHICLE WEAPON GENERATOR



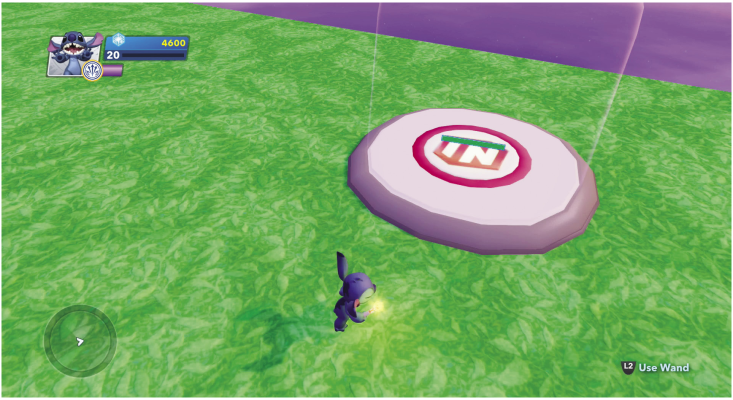
Similar to the other generator toys, this spawns random vehicle weapons. Place these on your race tracks to add a battle element to races.

PARTY CANNON



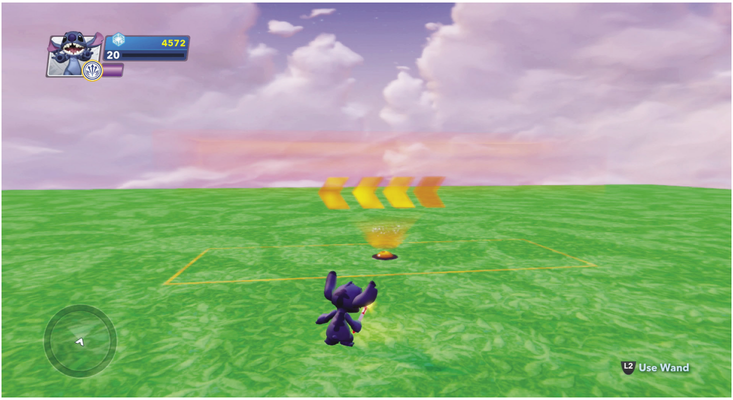
The party cannon is usually used as a behavior for another toy's trigger. However, you can also use this toy to trigger behaviors in other toys. Set these up at the end of a race or as a victory celebration at the end of a game.

SAFETY DOME



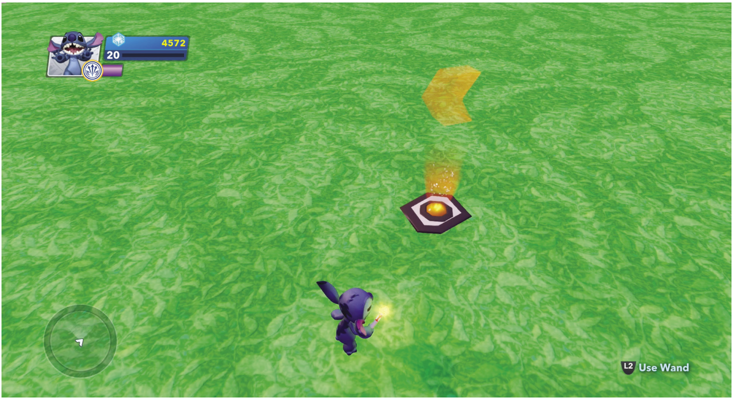
The safety dome is great to use as an objective to either try to destroy or to try to defend. It can be used as both a trigger and a behavior.

MARCHING ORDERS



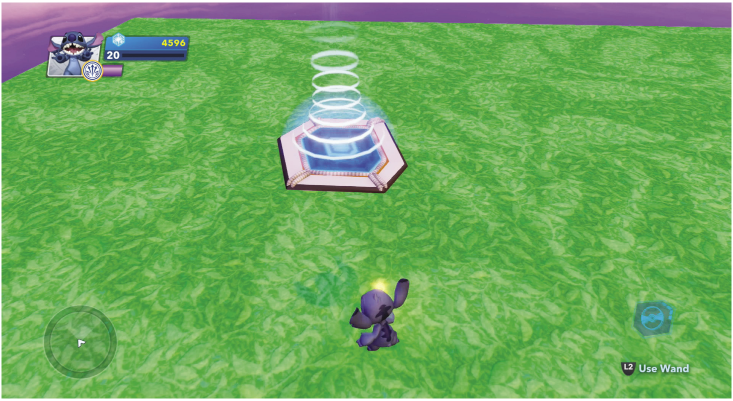
This is a cool toy. It sets up an area. Any NPC or enemy that moves (or is thrown into) the area of the marching orders toy will begin walking in the direction the toy is pointing—even after they exit the toy area. You can position several of these toys around a world and set up patrol paths. While marching orders is visible in the editor, it cannot be seen out in the Toy Box World. This is a fun toy to play around with.

ENEMY TRAIL GUIDE



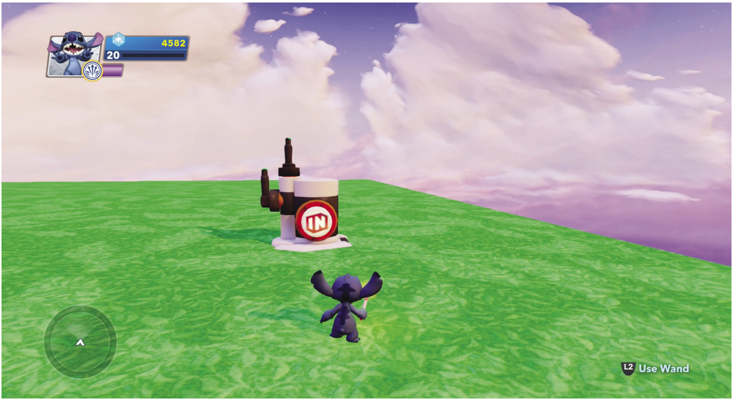
While marching orders sends enemies who touch it moving in a specific direction, the enemy trail guide causes enemies to move towards it. You can set the speed of their movement and how focused they are on getting to this toy. Use this when you want enemies that can spawn at several different locations to move towards one or more of these toys.

TELEPORTER



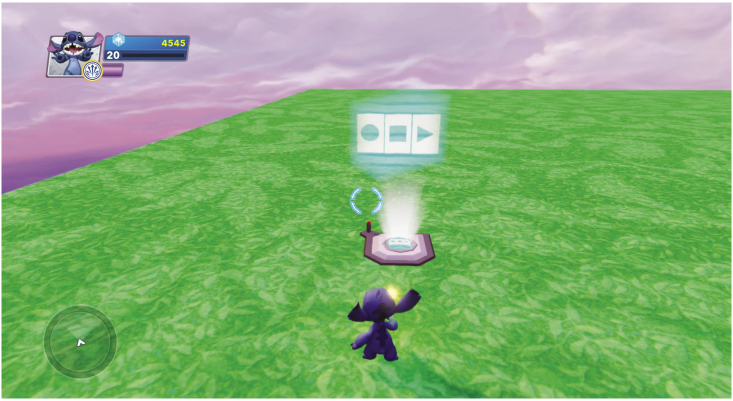
Teleporters require two or more of this type of toy in order to work. They are a quick way to transport players around the Toy Box World. You can program them to go from one to another if you have more than two. Otherwise, they just teleport the player between the two teleporters.

STOPWATCH



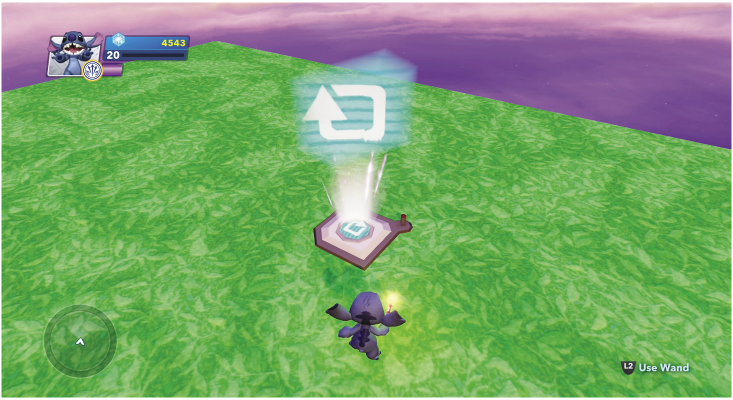
The stopwatch is a toy that, when activated, will stop all enemies and NPCs. You can hit the button to start and stop it or set it as either a trigger or a behavior.

REPLAYER



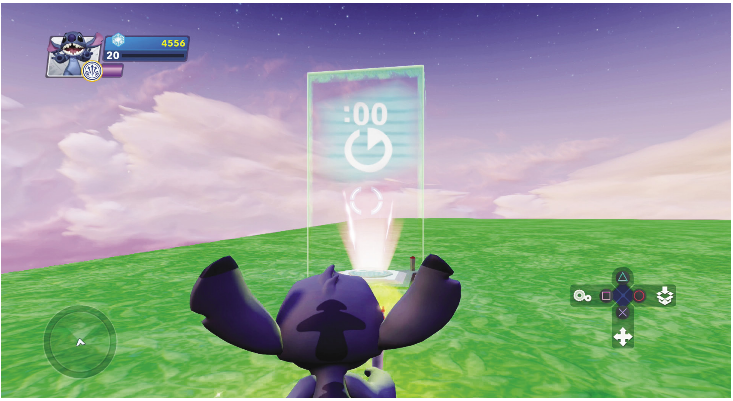
The replayer is one of the more powerful tools you can use in the Toy Box. An easy way to use it is to connect it to several triggers that you can then use as your buttons for recording, stopping, and playing back. When the replayer is recording, it will save all the actions you do in the editor, such as building things. Stop the recording after you exit the editor and then play. You will then see your building efforts appear right before you. The replayer can be used to actually create a game where the course appears before you as you move. Be sure to play around with it and you will be impressed with what you can do.

REPEATER



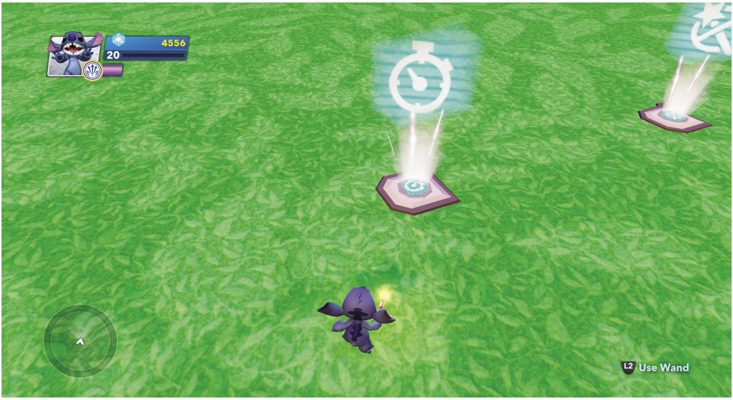
The repeater is a toy you can use to make another toy do the same thing over and over. For example, connect it to a falling object generator and it will continue to drop objects. You can even adjust the amount of time between each trigger that the repeater sends out.

TIME DELAYER



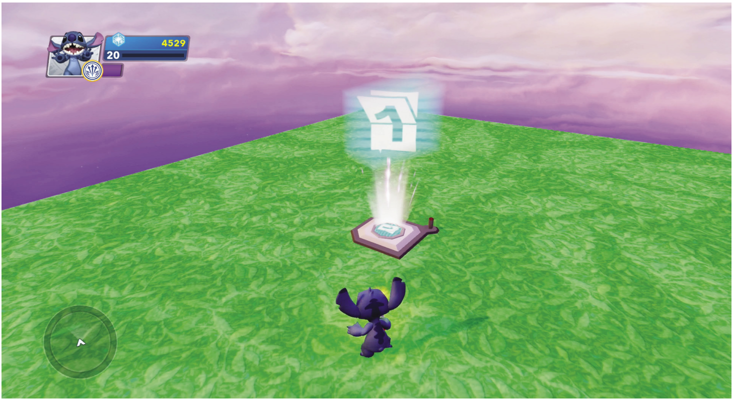
If you want to create a series of behaviors from one trigger, but do not want them all to occur at the same time, use the time delayer. It lets you set a delay between the trigger and the behavior. Try this with a row of party cannons so they go off one at a time rather than all at once.

TIMER



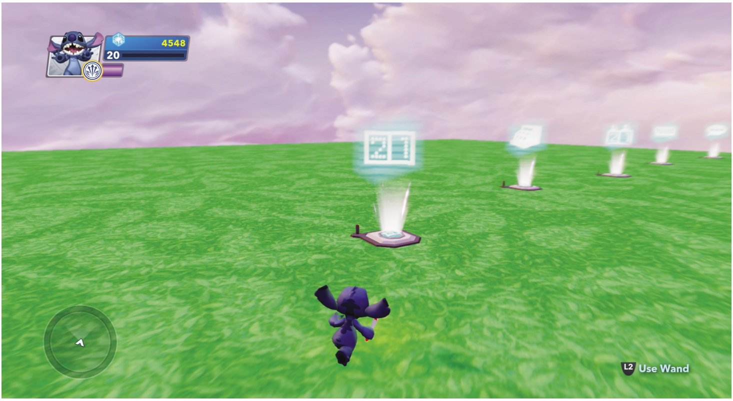
This toy actually creates a timer at the top of the screen when it is activated, so you can time players during a game. Connect it to one racing gate to start and another racing gate to stop. Or you can even set it to be a countdown timer.

COUNTER



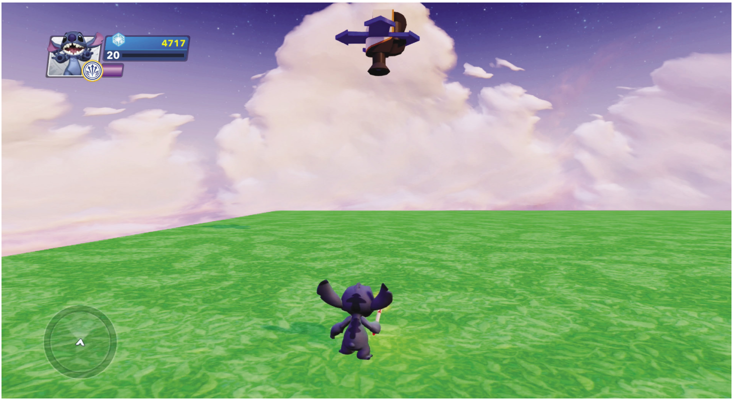
Like the timer, this puts some numbers at the top of the screen. However, this time it counts signals from a trigger as its behavior. Connect this to a goal in the sports toys to keep track of how many goals you score.

SCOREBOARD



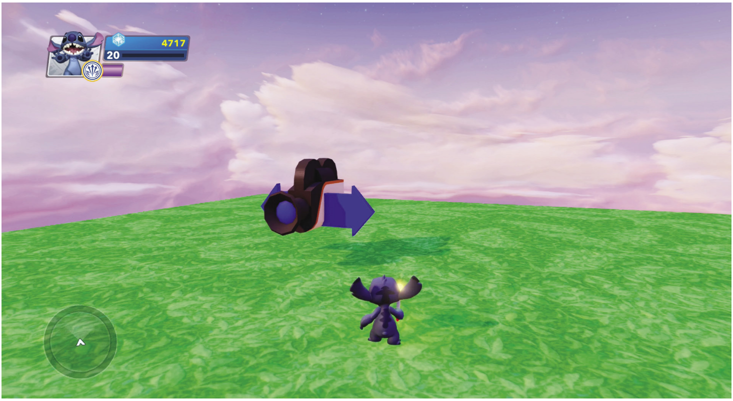
The scoreboard is a bit like a counter, except instead of counting just one action, it can keep track of scores for four different players.

BIRD'S EYE CAMERA



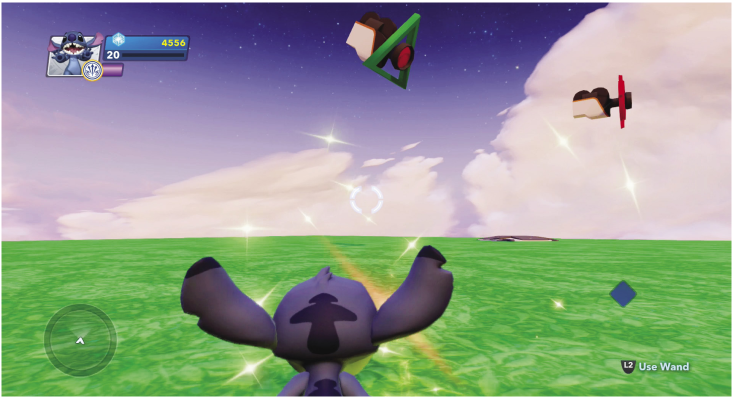
When activated, the bird's eye camera changes the view of the Toy Box to a top-down angle. This can be great for some types of games you can create to play against your friends.

SIDE-STEP CAMERA



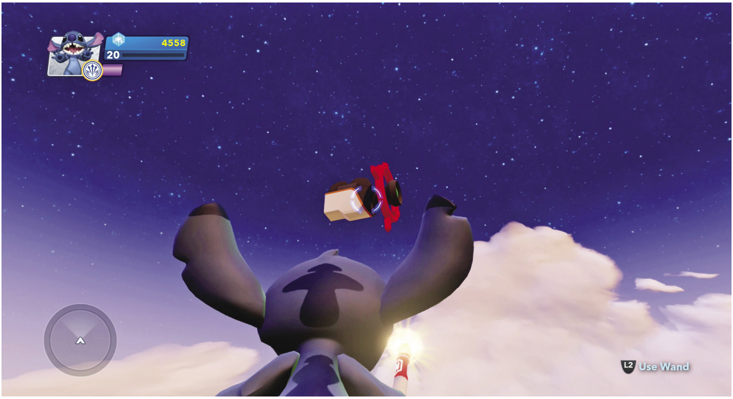
This functions just like the bird's eye camera, except the view is from this side. Use this when making platforming-type games.

ANGLED CAMERA



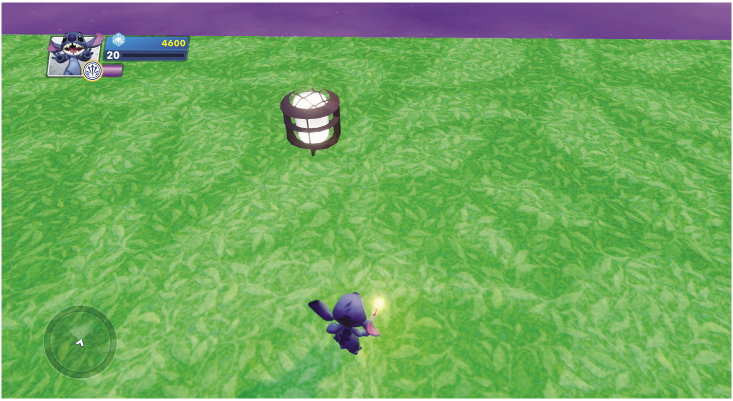
This toy allows you to track character movement from an overhead angle with this camera. It works great for pinball games or for exploration games. You can set the camera to follow a character or focus on a location in the Toy Box World.

TARGET CAMERA



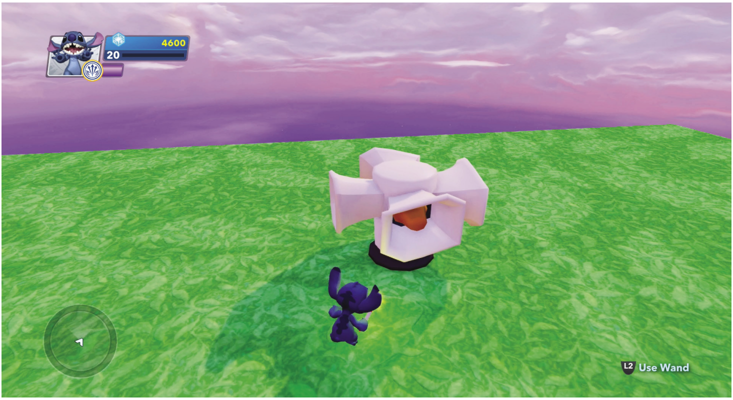
The target camera can be used to follow players through the game, or to keep watch on a certain location.

AREA LIGHT



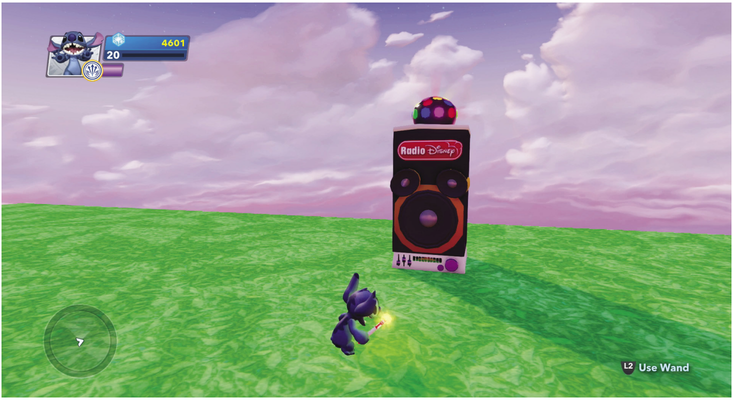
This toy allows you to light up an area. It can be programmed to turn on, off, or toggle in response to a trigger, or even be a trigger itself.

SOUND EFFECTS



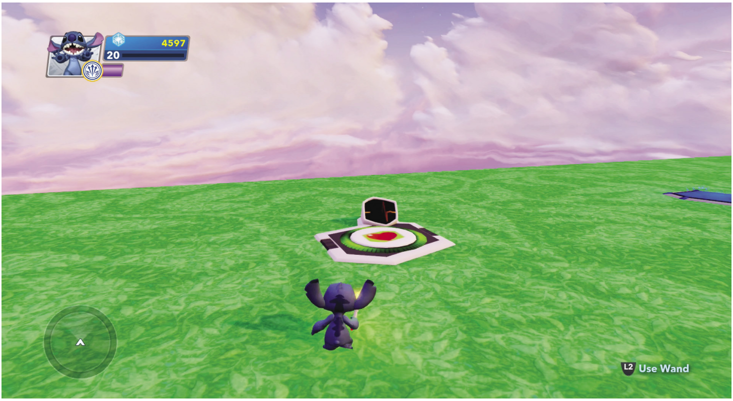
You can select from a variety of sounds that emanate from this toy as a behavior. For example, connect it to a goal for a sound effect when a player moves a ball into the goal. This just adds more fun to games.

BOOM BOX



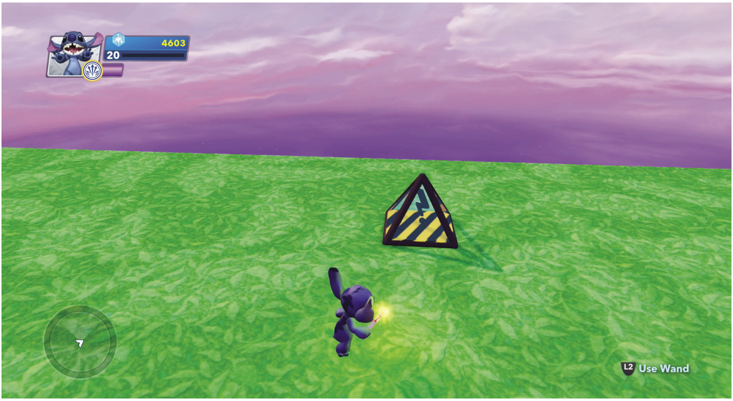
This is similar to the sound effects toy. However, the boom box plays music instead of just sound effects. Some of the songs have to be unlocked by adding characters to your collection or in other ways.

INVULNERABILITY BEACON



Normally your characters in the Toy Box Worlds are invulnerable. However, this toy can turn on a health bar that shows how much damage a character is taking and allows them to be defeated. This can be good for combat games where a defeat can be used for scoring or another reason.

KILL SWITCH



The kill switch is a way to get rid of something in the game. It can be a trigger, but its main function is a behavior. For example, you could set it to when a player enters a target area over a lava block, the player is defeated.

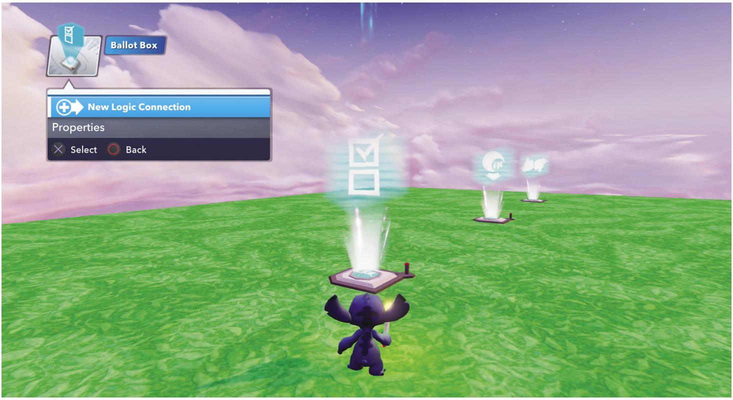
TEAM ACTIVATORS

These four toys are a lot of fun. They can set players and enemies into four different teams. Set marching orders toys to move enemies into these team activators and create team fighting games. You can also link a team activator to an enemy generator or enemy wave generator so that enemies are automatically assigned to a team as soon as they spawn. If you have also walked through the activator, you will have a team color as well. Enemies on your team will not attack you. Instead they will attack players and other enemies on the opposing team. This is a lot of fun to try out.

ACTION ENFORCER

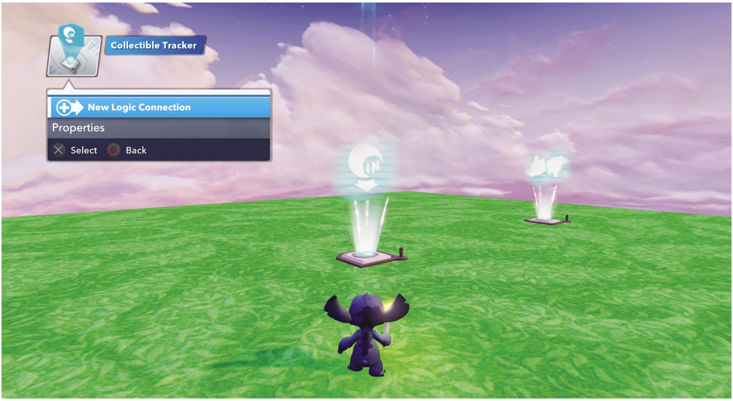
This toy creates a behavior when it receives a signal. It then can have characters do a victory dance or other fun actions. For example, after a team scores a goal, you can connect the goal to the action enforcer so that the characters on the team perform an action. This toy can add some cool effects to make your games even more realistic.

BALLOT BOX



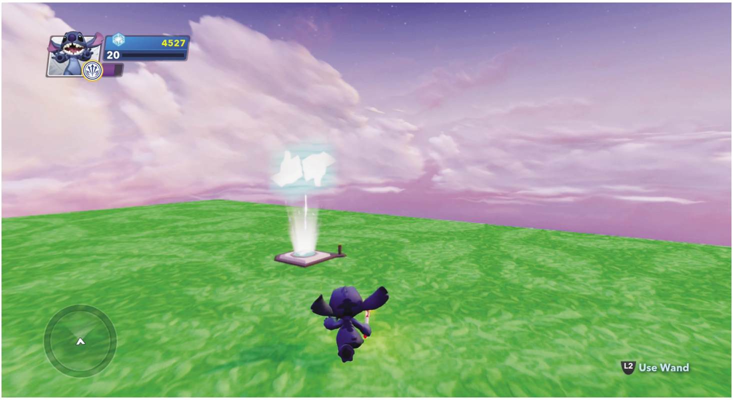
The ballot box is a way to tally the choices of all the players. You can set the properties to send different signals depending on if the A or B choice reached the desired number of votes, either choice had a majority of the votes, or even if the two choices tied.

COLLECTIBLE TRACKER



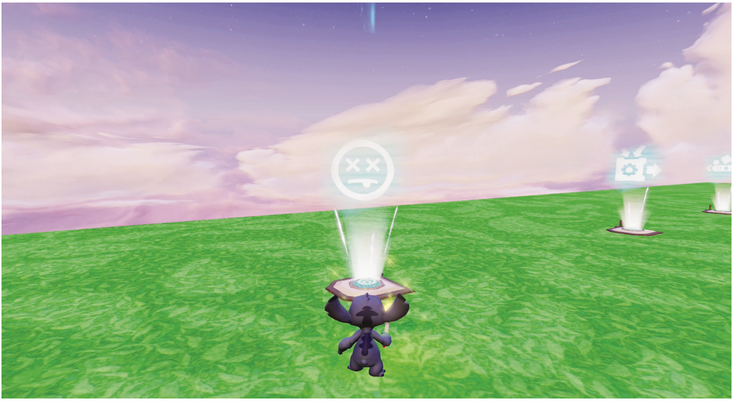
The collectible tracker is a must if you are making a game that requires players to collect objects. You can select the type of collectible to be tracked and whether the tracker sends a message to another toy such as a scoreboard when a collectible is collected or to reset the game when the final collectible is collected.

CONFIRMER



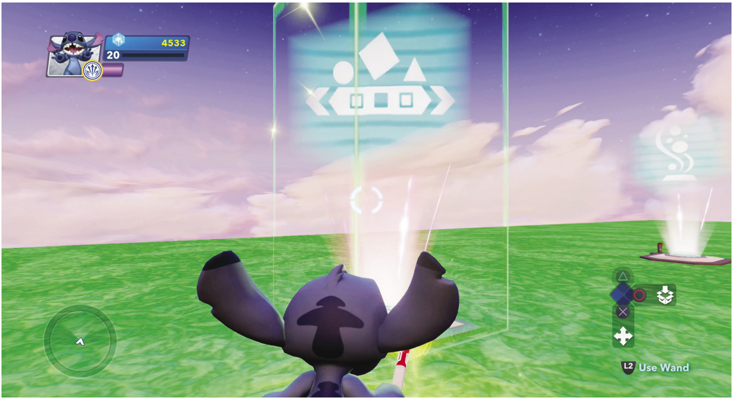
The confirmer asks players in your game if they're sure about one of their actions. It can send signals when text is displayed as well as whether the player accepts or cancels the proposal. It is a good idea to use a confirmer if the player is about to make an important decision in a game for which there is no going back to ensure that the player understands the consequences.

DEFEAT MANAGER



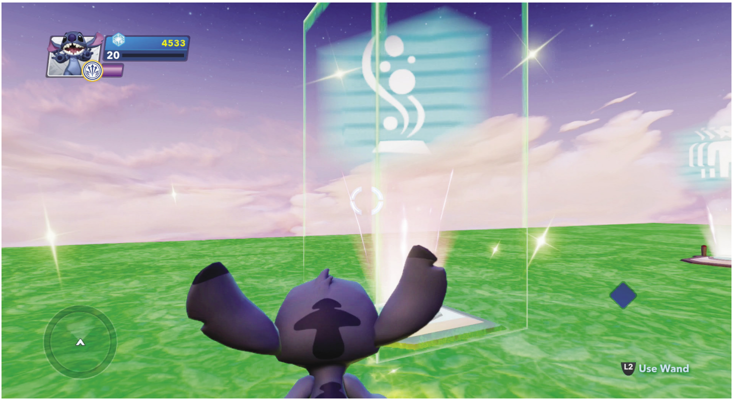
The defeat manager sets the rules of what occurs when a character is defeated. Use the Properties menu to define if the character can be revived, if currency is dropped, if the super meter is reset, and if the Power Disc meter is reset.

EDITOR MANAGER



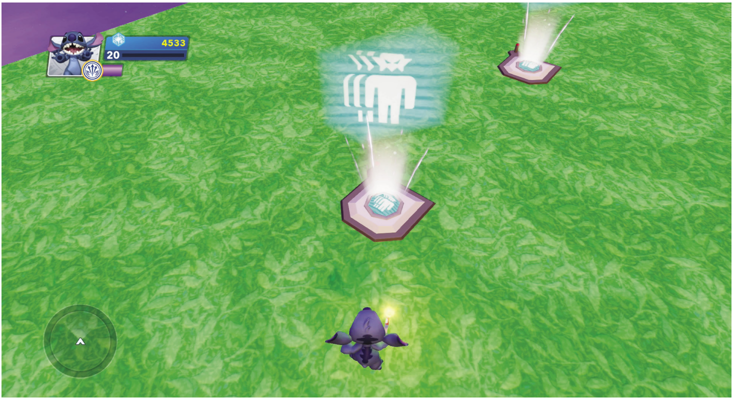
Choose how and when to use the editor with the editor manager. For example, during a game such as a tower defense game, you may want to allow a player to access the editor in between enemy waves and add more defenses. The editor manager lets you determine when the player can use the editor.

EFFECTS GENERATOR



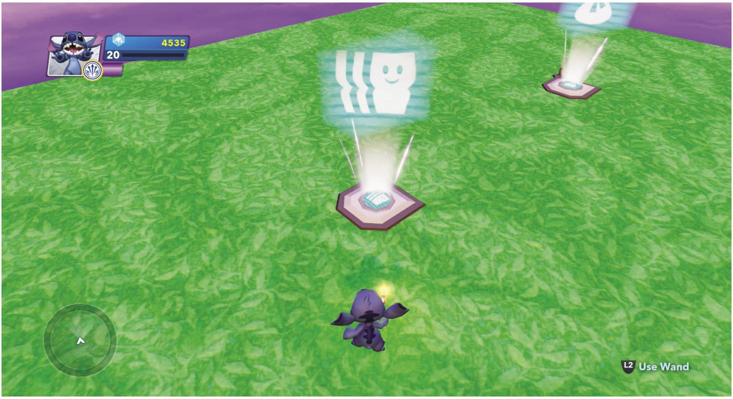
The effects generator allows you to create special effects during a game. Connect it to another toy, which acts as a trigger, and then the effects generator is the behavior. One of the nice features of this toy is the ability to link it to a locator so you can have the effects generator hidden somewhere and then have the effects take place at the designated location.

ENEMY WAVE GENERATOR



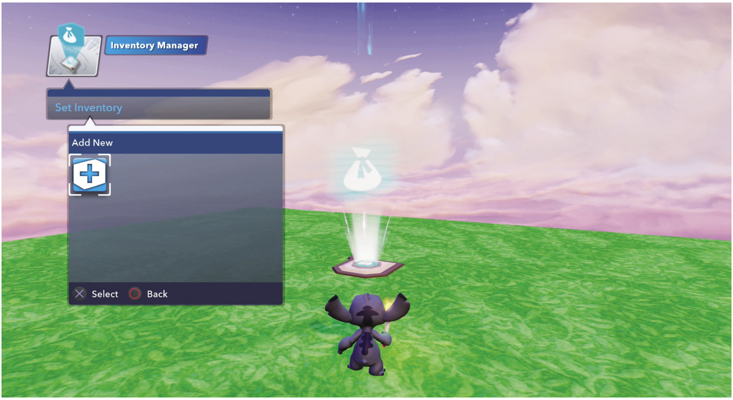
This toy is more powerful than the enemy generator. The enemy wave generator lets you create a group of enemies that spawn at a location of your choice. You can select the types of enemies you want to include in the wave and even assign them to a team so you can determine who they attack and who they will help. Not only can you use this for a survivor type game where a player has to defeat all the enemies, but by assigning enemies to different teams—and players to those teams as well, you can have a team combat game where players have enemies that help them defeat the other players and their assigned enemy teammates.

FRIENDLY WAVE GENERATOR



The friendly wave generator is similar in function to the enemy wave generator. However this toy spawns townspeople, cast members, mounts, and other toys rather than enemies. Use this for games where you have to collect townspeople and throw them through doors or put them into a collection pen.

INVENTORY MANAGER

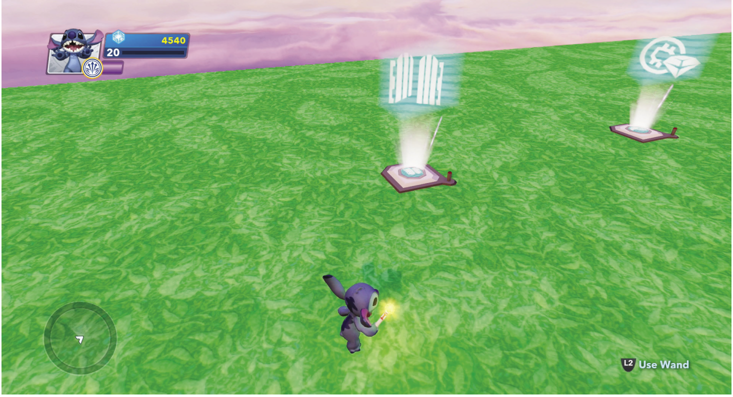


The inventory manager lets you control the toys that players have and can use during a game. You can combine this with the editor manager so that when the player can access the editor, you have already decided the toys from which the players can select.

LEVEL STARTER

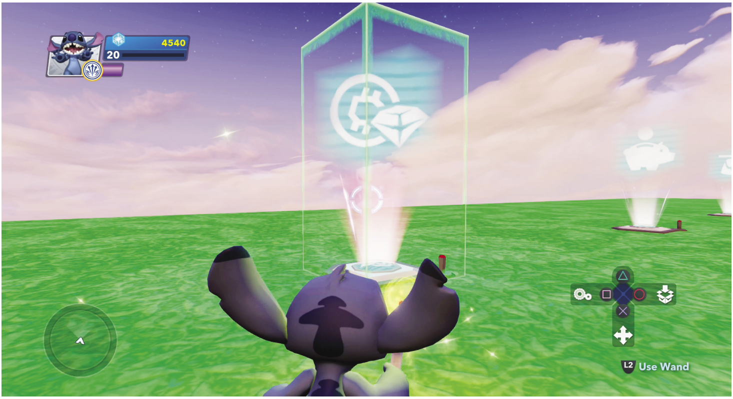
The level starter is a great toy that can reset a game when it is about to start. For example, if you are making a collection game, you may not want all the collectibles visible in the Toy Box World until the player starts the game. The level starter can be used to cause all of the collectibles to be placed out in the world when the game starts.

LOGIC GATE



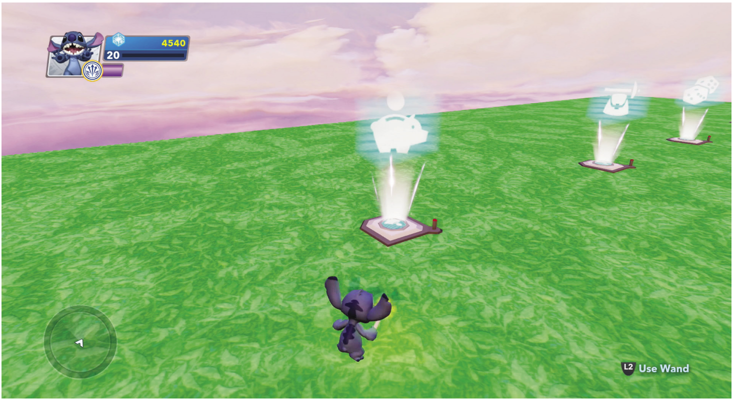
The logic gate is an all-logic version of the power switch toy. Instead of a character having to step on a switch, you select another toy or action to act as the trigger, which then causes the logic gate to open or close, and this in turn can send a signal to another toy. Think of this toy as a guard that controls inputs and outputs for a game.

LOOT DROP MANAGER



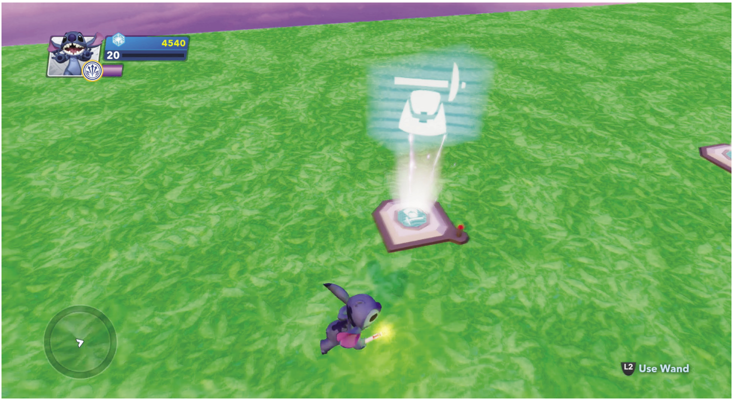
When an enemy is defeated in a game, the loot drop manager lets you determine what kind of loot is left behind as well as how much of it. This adds some depth to combat games and gives some instant gratification to players for defeating enemies. A powerful feature of this toy is the ability to have multiple loot pools. You can select specific types of enemies and then decide which loot they leave behind. For example, you may want more powerful enemies that are tougher to defeat to leave behind more loot than easier enemies.

MONEY MANAGER



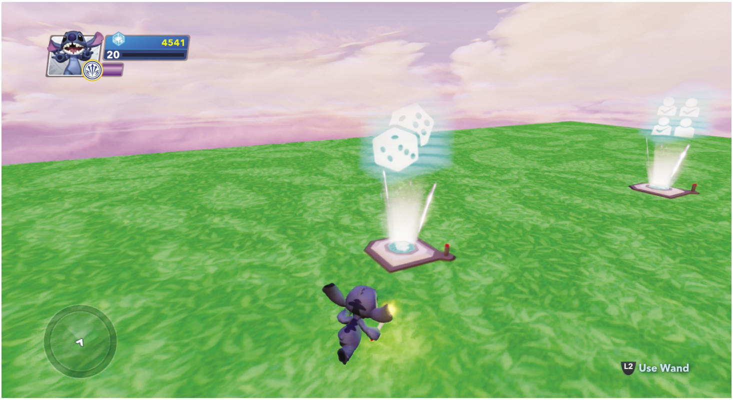
In games in which you use some type of currency, the money manager lets you choose what type of object you use as money. It could be coins, gems, tokens, or even flowers. In addition, you can set a starting amount of money that the players receive. This toy works well with a storefront toy.

PACKS AND TOOLS MANAGER



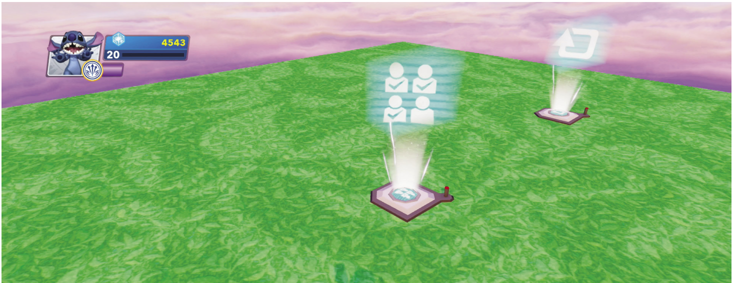
While characters have their own attacks and some come with weapons or other items that they inherently carry, they can also use packs and tools. During one of your games, you can control which packs and tools players have by using the packs and tools manager. There are several from which to choose. This lets you give players items that can help them during the game while still maintaining control by limiting what they have.

RANDOMIZER



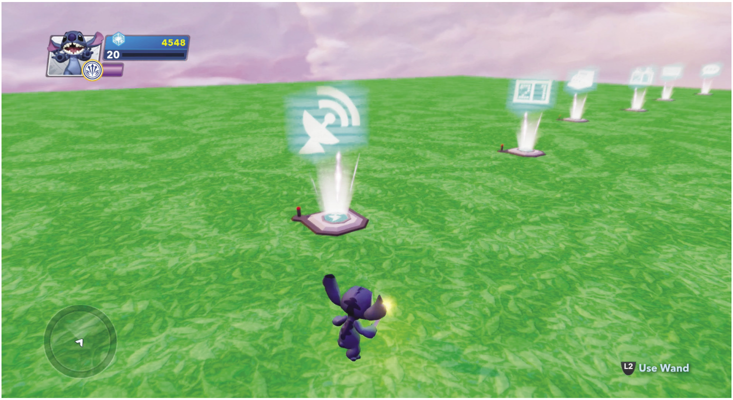
The randomizer allows you to cause events to happen randomly. You can connect up to ten different toys to the randomizer. Then, when the randomizer receives a signal from a triggering toy, the randomizer sends a signal to one of the connected toys in a random decision. You can increase the probability of a specific toy being chosen by moving sliders. The sliders all start at 0 and by increasing the number, you increase the likelihood of that toy being sent a signal. For example, a toy with a 5 is five times more likely to get chosen than a toy with a 1. The randomizer is a fun toy to play around with and see what happens.

READY UP CHECKER



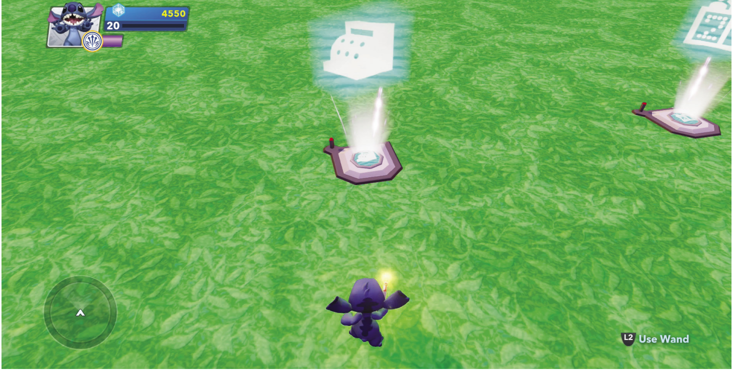
In order for a game to begin, all players must be in place and ready when you use the ready up checker. For example, if there is more than one player in a Toy Box World, when a player decides to start a game on the challenge maker, the other players in the world have to also go to the challenge maker and get ready to play the game before the game can begin. This helps ensure all players start off in the correct spot and no one is surprised when the game begins.

SATELLITE RECEIVER



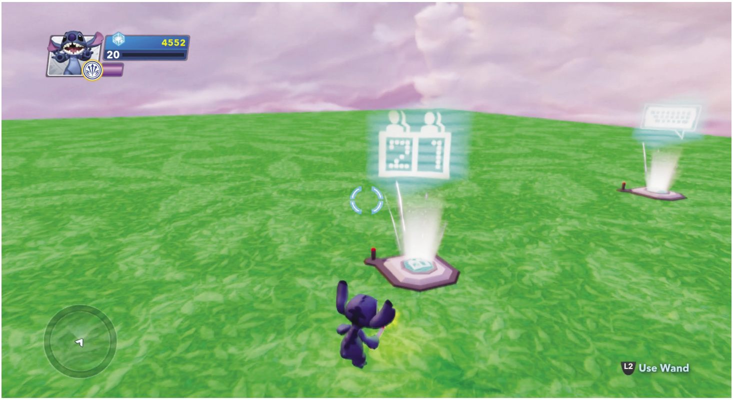
Since you can connect up to ten Toy Box Worlds, the satellite receiver is a great tool for connecting toys in different worlds. Players can do something in one world and use this toy to send a signal to open up secret rooms or portal doors in other worlds. For example, if a player finds a key in one world, it causes a barrier or door to open in another world as a reward for completing a task in the first world.

STOREFRONT



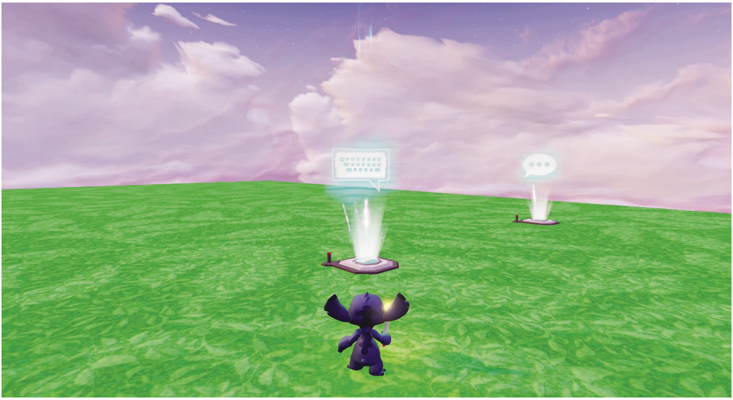
The storefront allows you to sell specific toys to your players. You can also control prices and quantities with the help of the inventory manager and money manager toys.

TEAM SCOREBOARD



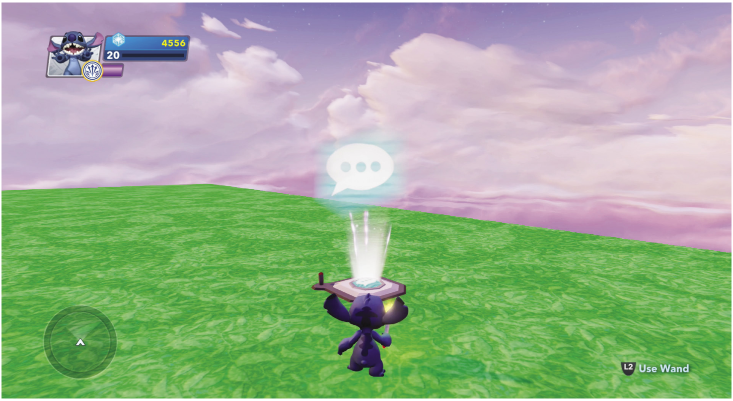
While the scoreboard just keeps track of individual scores for each player, the team scoreboard keeps track of the scores for a team. As with the scoreboard, you can determine when and how it tallies points.

TEXT CREATOR



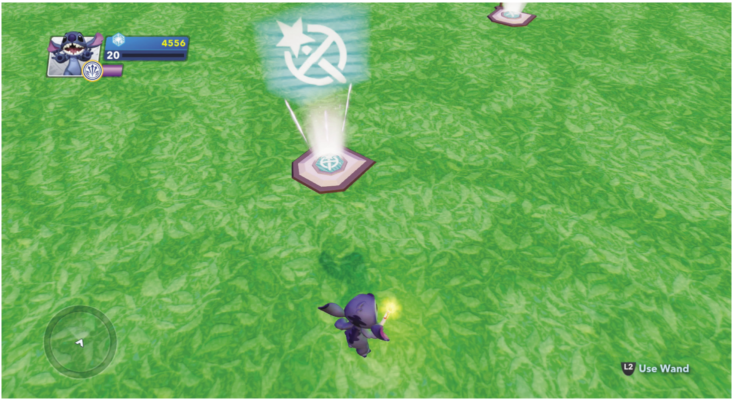
The text creator allows you to create your own messages. Type in your own words, save them, and see them displayed on screen. You must sign into a Disney Account to unlock this toy. This is a great way to customize your games and provide instructions or storyline.

TEXT DISPLAYER



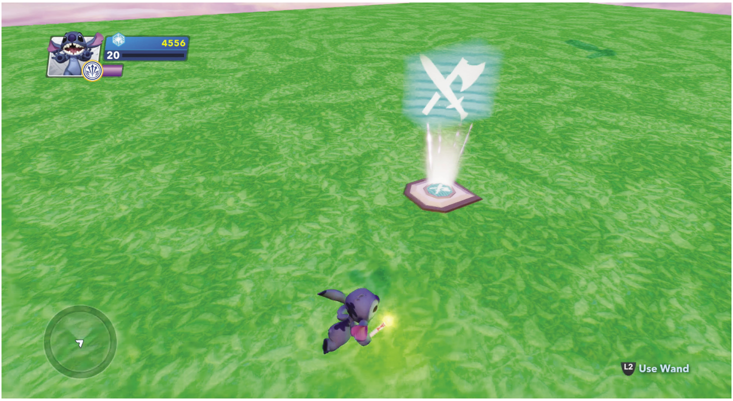
The text displayer allows you to talk to your friends. Choose from over eighty different words and phrases. This toy does not require you to sign into a Disney Account.

TOY BOX GAME MAKER



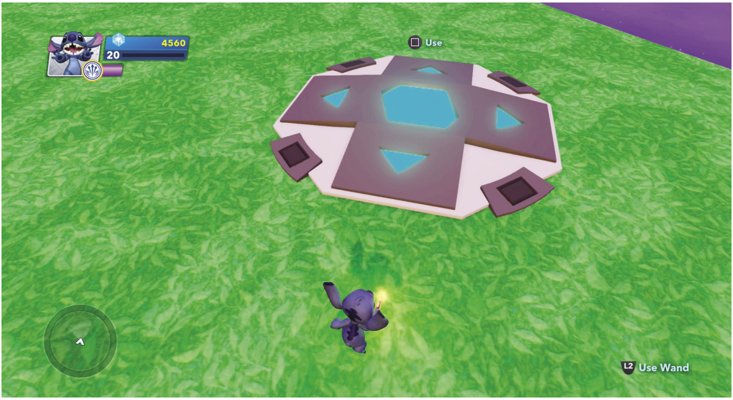
Use this toy to save your current Toy Box as a Toy Box Game. You can also set the rules of the magic wand, the camera controls, whether the player can edit toys, if hexagonal Power Discs can be used, and even the difficulty level of the enemies.

VICTORY TRACKER



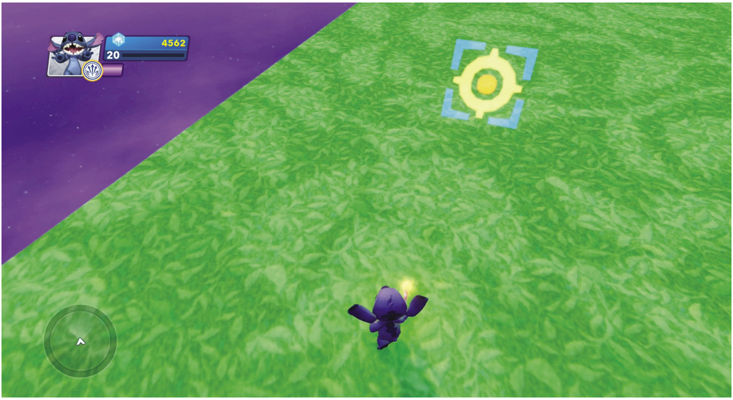
While this toy can seem complex, it is just a trigger that is activated by players being defeated, defeating other players, defeating enemies, or getting hit by something. You will usually connect this to a scoreboard or counter to keep track of the score.

REMOTE CONTROLLER



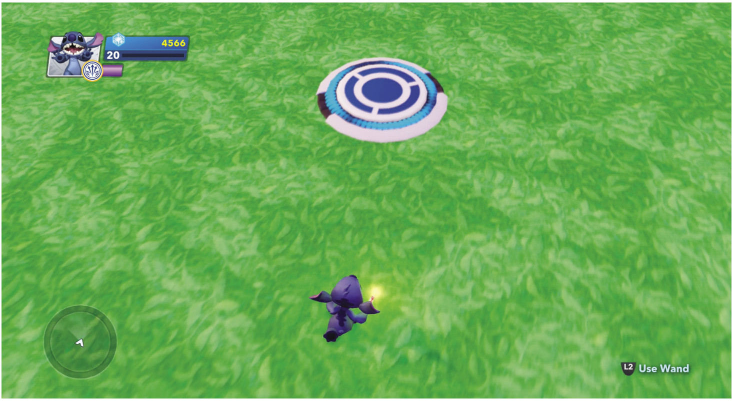
This toy allows you to remove your character from the game and control objects instead. This works by allowing you to link various buttons on your game controller to toys so that your controller is the trigger. In order to use the remote controller, a character can walk onto it and the player presses the indicated button or you can link the remote controller toy to other toys so that when a game begins, the character disappears and the player takes control of objects instead.

RAIL TARGET POINT



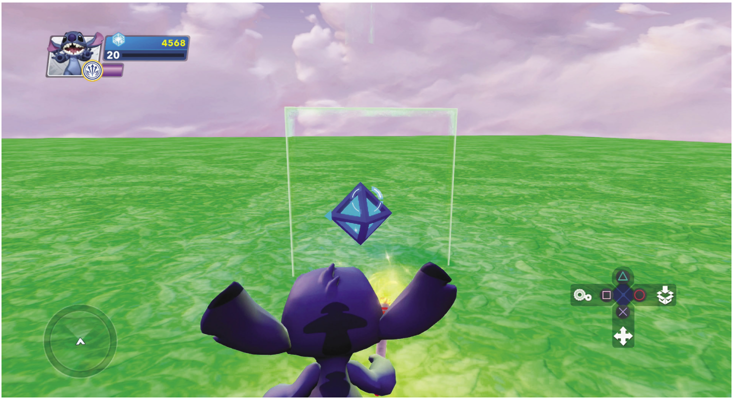
This toy is a holographic target that can be connected to other toys. However, it is specifically designed to be used in rail slide layouts where you can have players shoot at it in order to change a switch at a rail slide intersection and follow a different path of rails.

RESET-O-MATIC



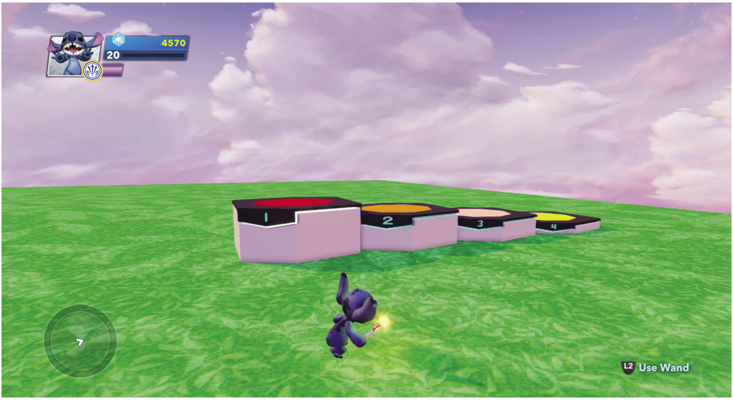
This toy must be connected to another toy that acts as a trigger. Then when the reset-o-matic receives a signal, it can reset physics objects or physics blocks. These toys are blocks or objects that can be destroyed or fall because they are affected by gravity. The reset-o-matic puts them back in place in their original state.

LOCATOR



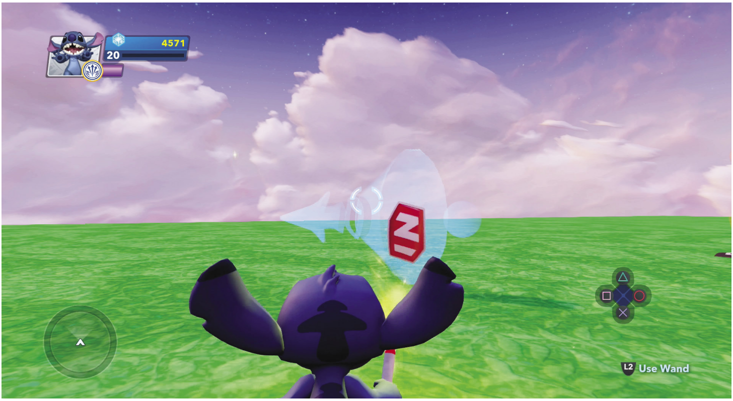
The locator is a toy that is normally invisible unless a character is holding a magic wand. Connect locators to other toys to indicate a camera angle or a location where you want enemies to spawn, effects to take place, or other actions.

PODIUMS



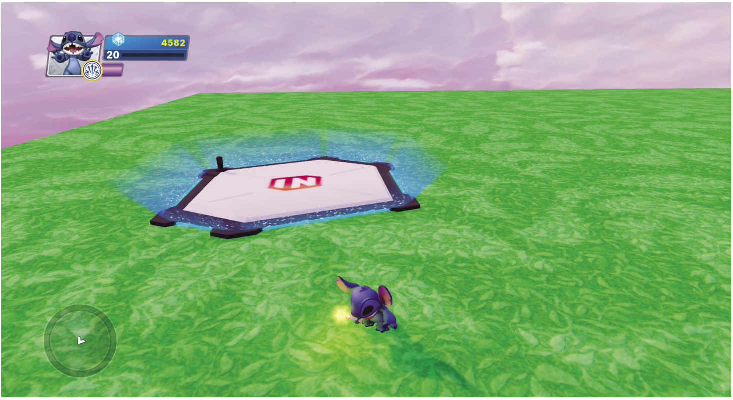
There are four different podiums for first through fourth places. Use them to celebrate victories at the end of one of your games. Connect these podiums to the challenge maker toy and players will teleport to a specific podium depending on their place in the game.

WEATHER VANE



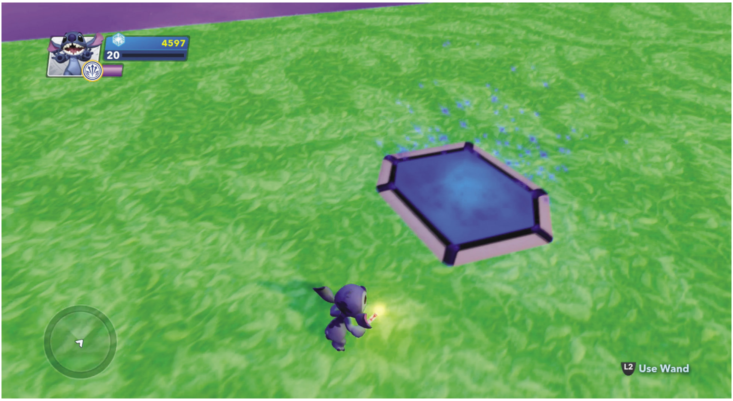
The weather vane allows you to create a wind. You can change the strength, direction, and other settings in the Properties menu.

CHALLENGE MAKER



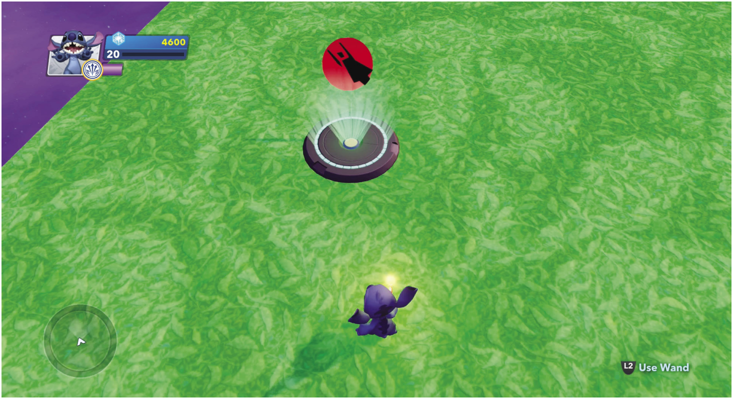
The challenge maker allows you to make up your own rules. It is the heart of a game and can connect to scoreboards. It counts down during a game, controls the start and the finish of the game, and even can have a title and description included for players to read. By stepping onto a challenge maker, a player can begin playing a game to which it is connected.

INVISINATOR



This invention of Dr. Doofenshmirtz's will make any character that walks over it temporarily invisible.

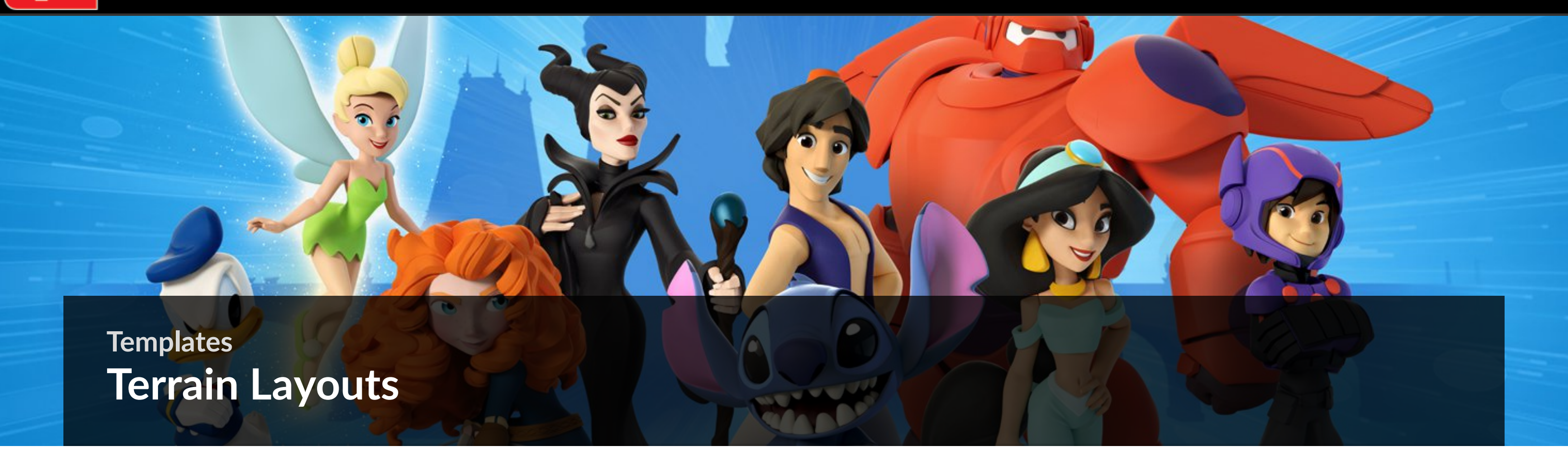
ABILITY TERMINAL

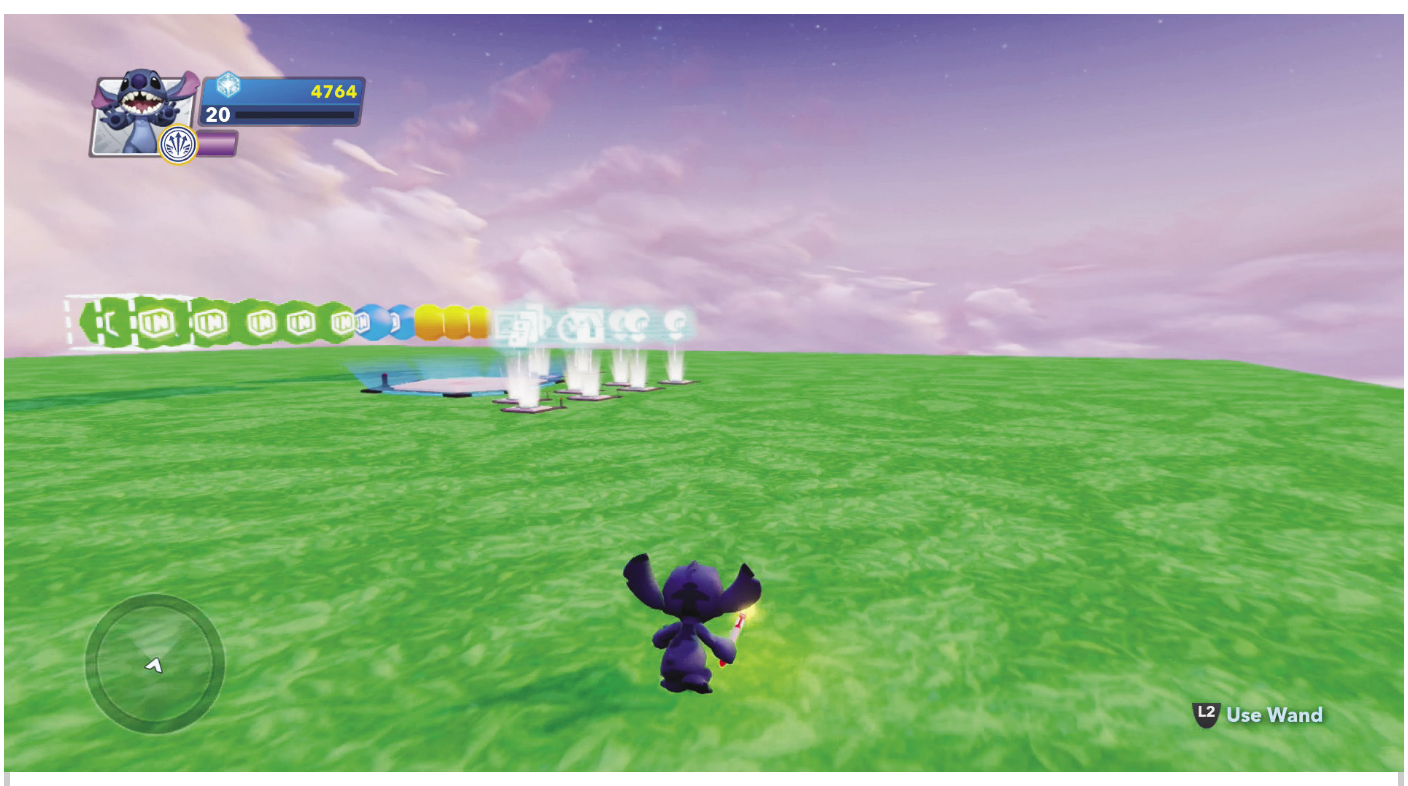


Many characters have certain abilities. By using the ability terminal, you can determine which character types can participate in a game. For example, maybe you have a collection game where the objects are floating up in the sky. Then an ability terminal would be useful to only allow characters with the flying ability to play.

Note

In addition to the Creativi-Toys, there are also several other different toys that can be used as a trigger or a behavior. To find out if a toy can be connected to other toys, use the magic wand to select the toy and see if a connection is possible.





Templates help you create games much quicker since some of the work is already done for you.

One of the new features in *Disney Infinity 2.0: Disney Originals* is the ability to place templates into your Toy Box Worlds. A template is a group of toys that are placed all at once. Many of the toys have already been connected together and "programmed". Therefore, you can drop them into a world, move some of the pieces around if necessary, and then be ready to play.

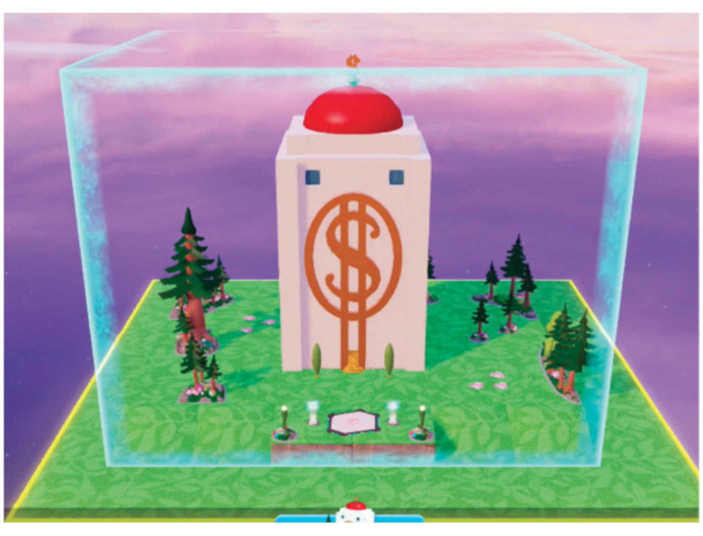
Templates are also a great way to learn about creating your own games. Place a template in one of your Toy Box Worlds and then study to see how the toys are connected to one another. Try out the template and then make changes to it to see how it affects the game. Some templates can be linked together to make larger games or to add features to your worlds.

In order to unlock a template in the Toy Store, you must first unlock or purchase all of the toys that are contained in the template. Once you have all the toys for a template, it automatically unlocks. There is no need to unlock them separately. *Disney Infinity 2.0: Disney Originals* includes many different templates. They can be organized into four different categories.

TERRAIN LAYOUTS

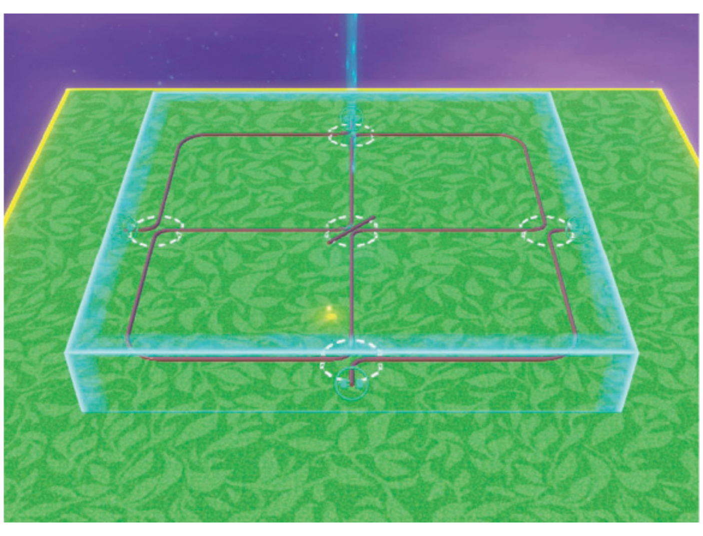
The terrain layout templates mainly consist of several terrain pieces as well as plants and/or decorations. They can be added to your Toy Box Worlds to decorate them in very little time as well as to provide some challenges.

MONEY BIN GAME



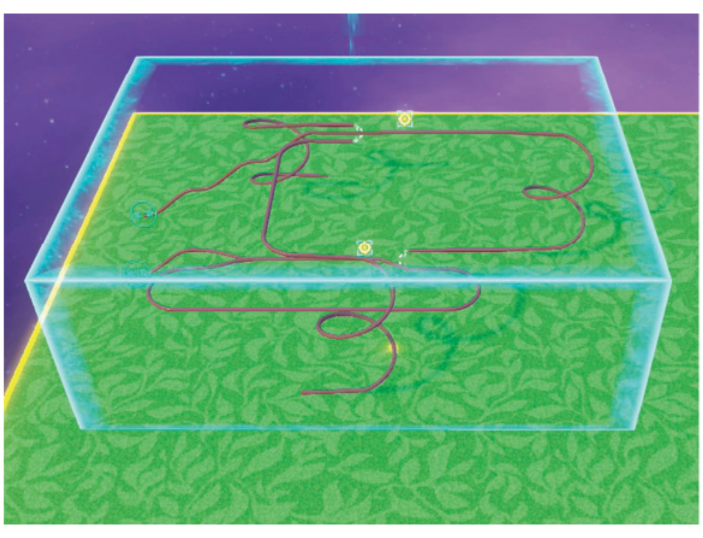
Protect the money bin from the Beagle Boys with the Money Bin Game template. This game generates enemies in waves, which you must defeat.

RAIL TERRAIN



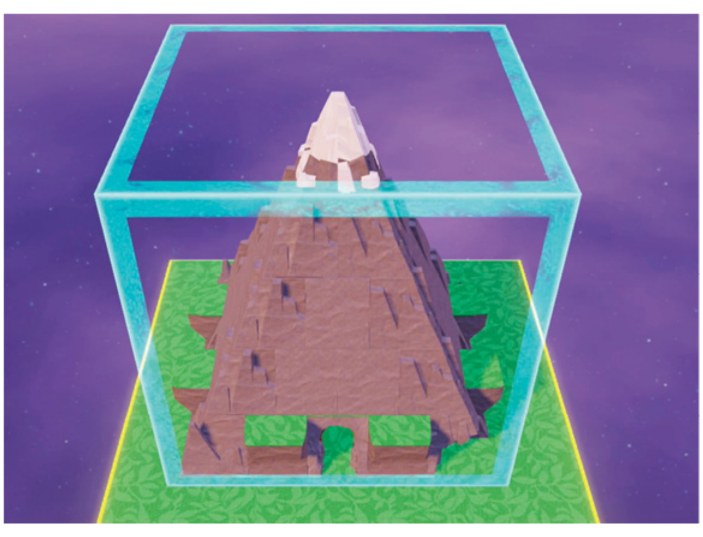
Add some sliding fun with this Rail Terrain template. It features a square pattern of rails with five intersections. It can be connected to other rails or even other rail templates. Use this as part of a world or as a way to explore how rails and intersections work.

TWISTY RAIL TERRAIN



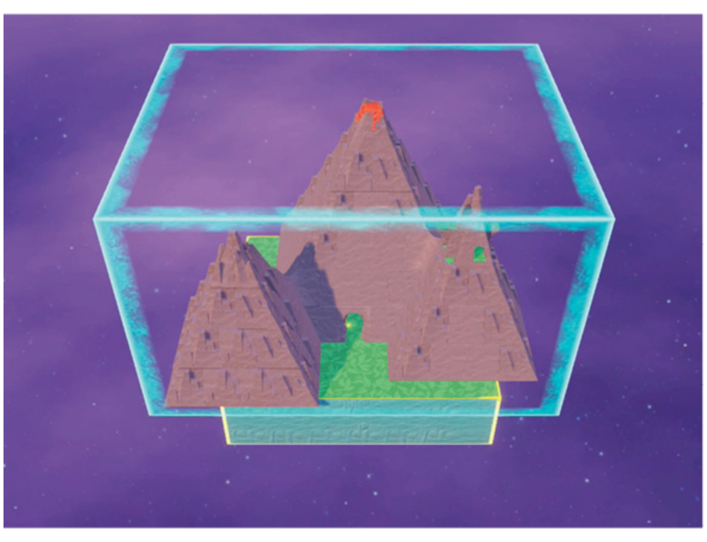
Add some twisty, sling fun with this Twisty Rail Terrain template. It features twists and spirals of rails that can be connected to other rails or rail templates. There are even a couple intersections here.

MOUNTAIN PEAK TERRAIN



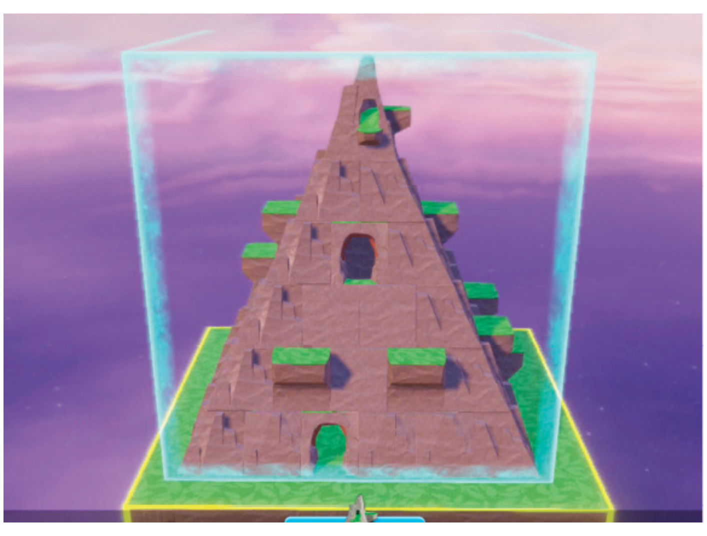
Add a snowy mountain peak to your Toy Box with this pre-built terrain template.

MOUNTAIN PATH TERRAIN

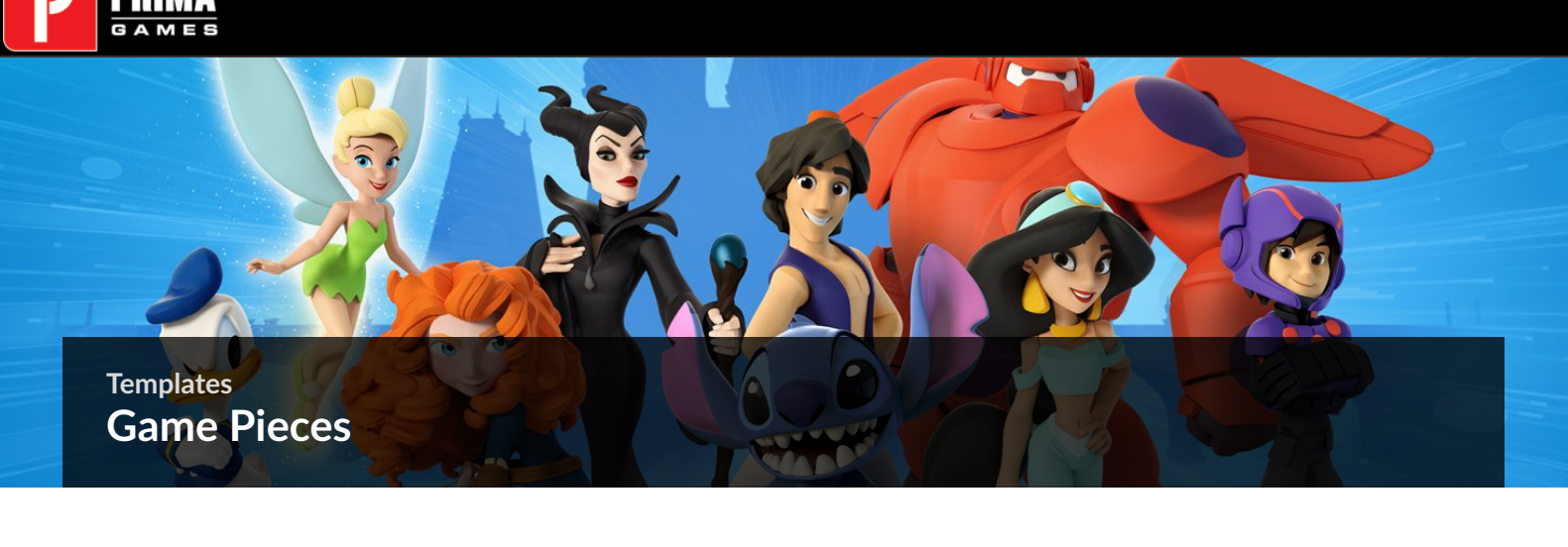


Climb up the mountain on a pre-built pathway with this terrain template.

MOUNTAIN LEDGE TERRAIN



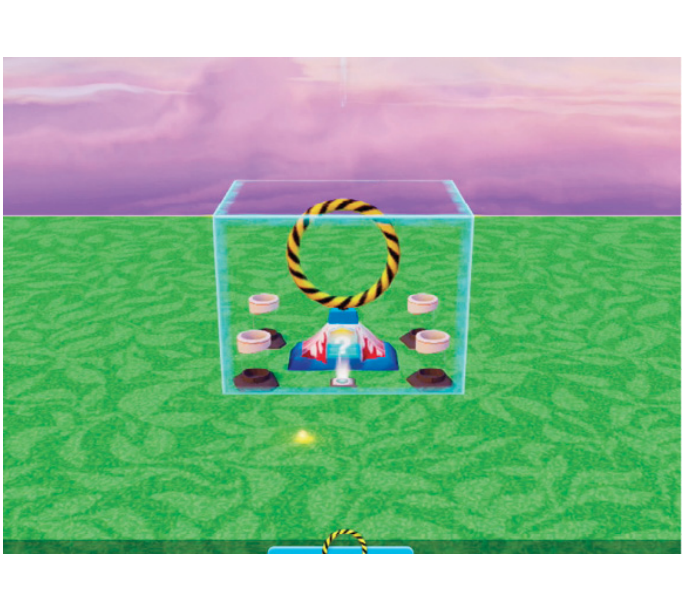
Scale the mountain wall with this pre-built terrain template.



GAME PIECES

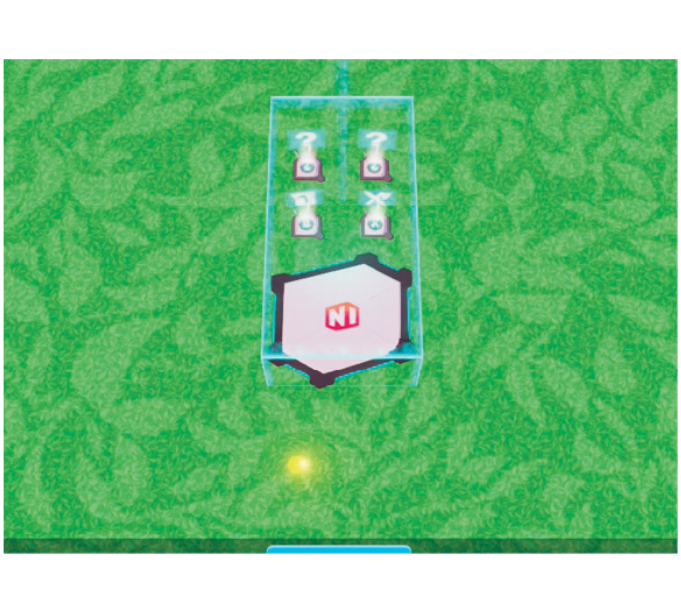
Game pieces are small templates with usually a very few features. Some only do one task. These game pieces are a great way to see how to do different connections between Creativi-Toys and other objects in the game. In addition, you can connect together several of these game pieces to make a larger game.

FLAMING HOOPS PIECE



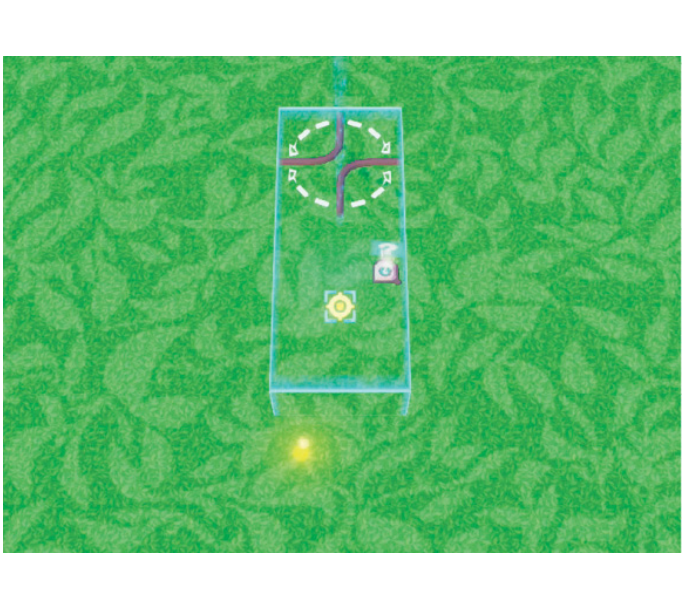
Fly through this hoop and set off fireworks. This simple template connects a race track toy to some special effects.

LIMITED LIVES PIECE



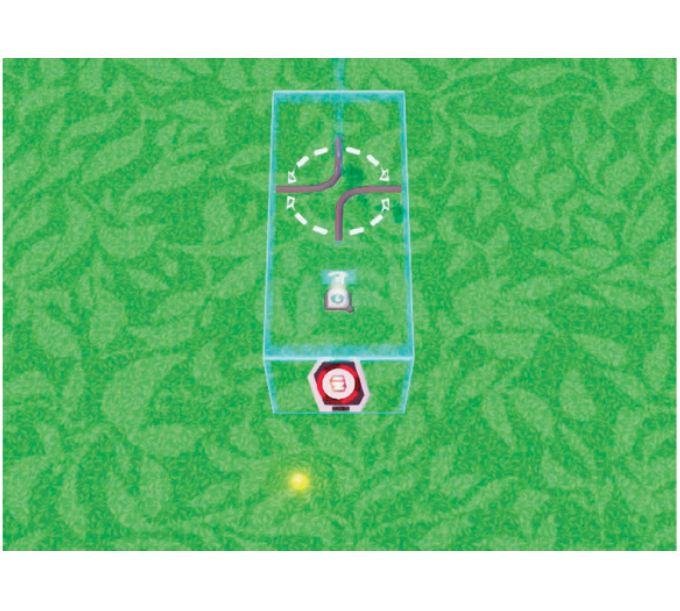
Use this set to keep track of how often your characters get knocked out. If you are defeated three times the game ends.

RAIL SWITCH TARGET PIECE



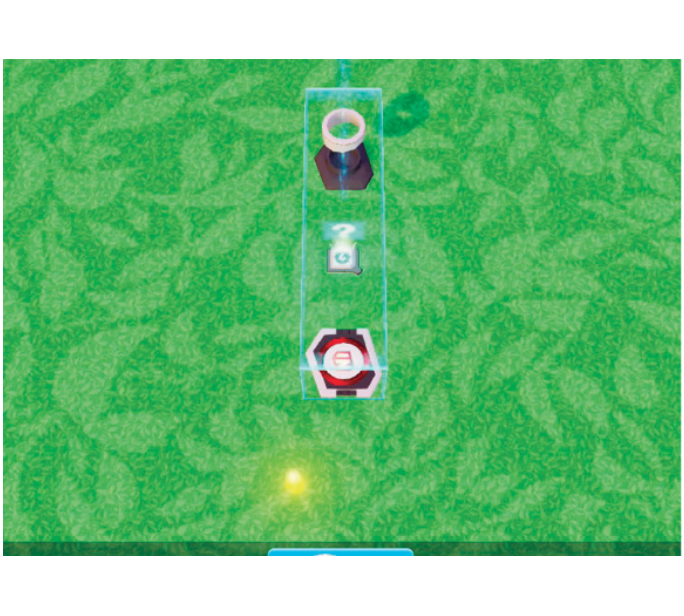
Shoot the target while sliding to switch the rail and end up heading in a different direction.

RAIL SWITCH PIECE



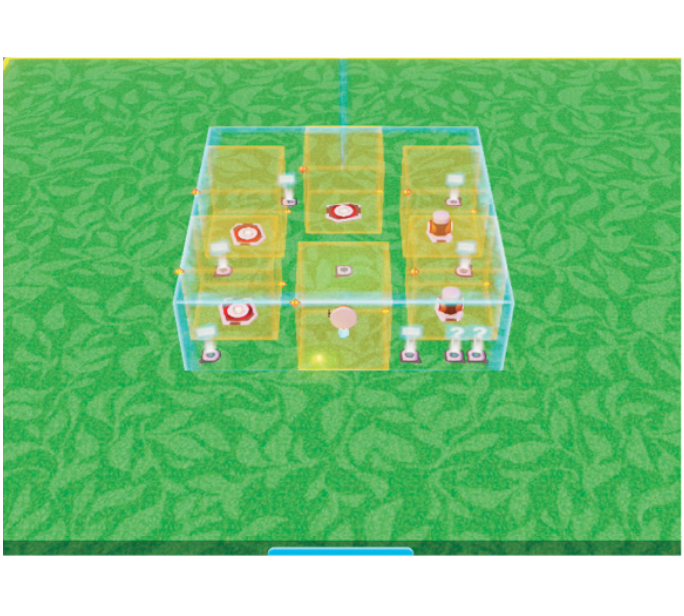
With the Rail Switch Piece template, you can send your friend sliding in a different direction with the press of a button.

FIREWORKS PLATE PIECE



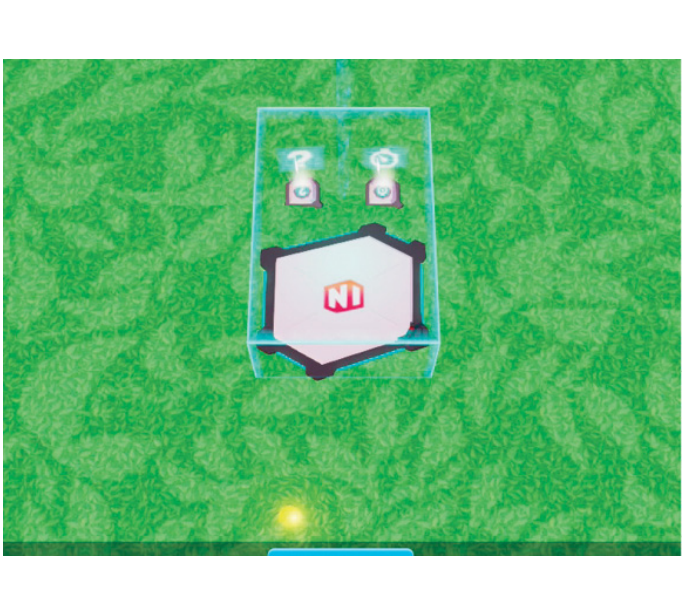
Step on the trigger plate for your own mini celebration. Cake not included.

REPLAYER PIECE



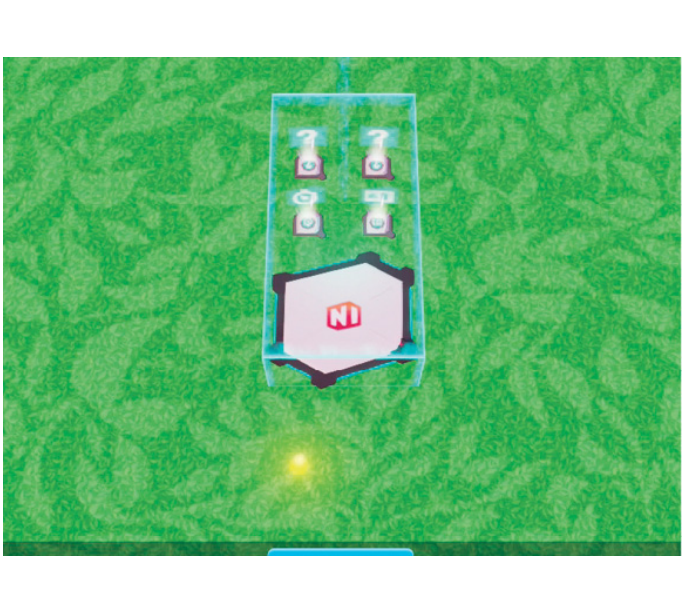
Learn how to replay, record, play back, and reset with the Replayer Piece template.

TIMED CHALLENGE PIECE



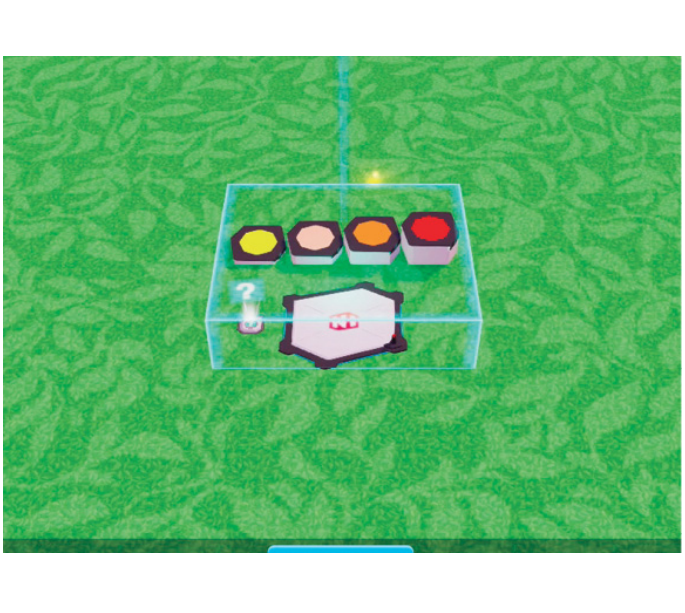
Speed up your game with the Timed Challenge Piece template. This piece makes races especially fun.

TIME AND SCORE PIECE



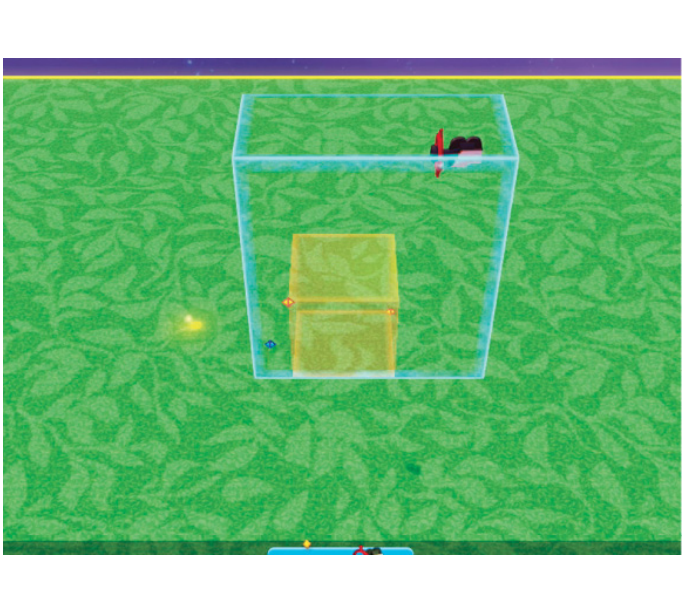
How many points can you get in a certain amount of time? Find out with the Time and Score Piece template. This piece makes sports especially fun.

AWARDS PODIUM PIECE



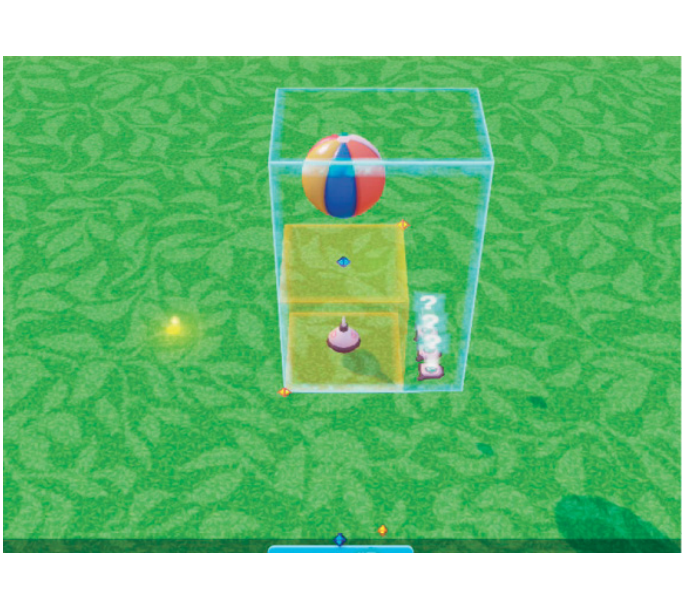
Celebrate the winners by adding this piece to your game.

TARGET CAMERA PIECE



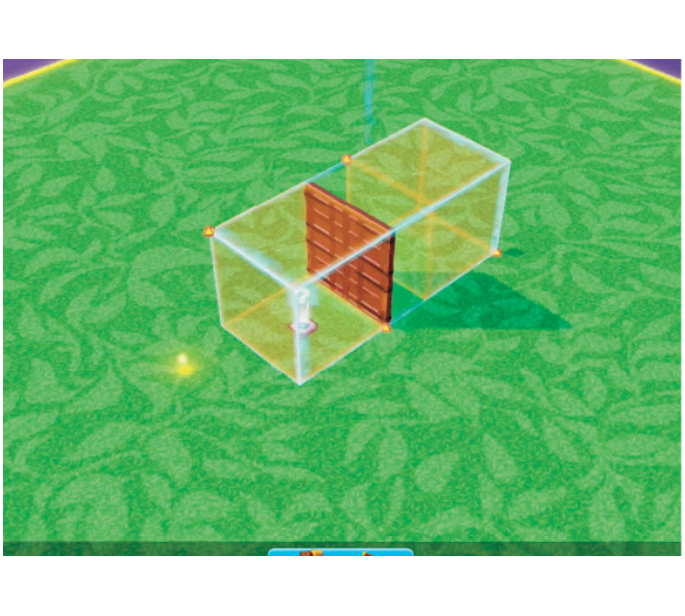
Use this camera to follow a character through your game.

WEATHER VANE PIECE



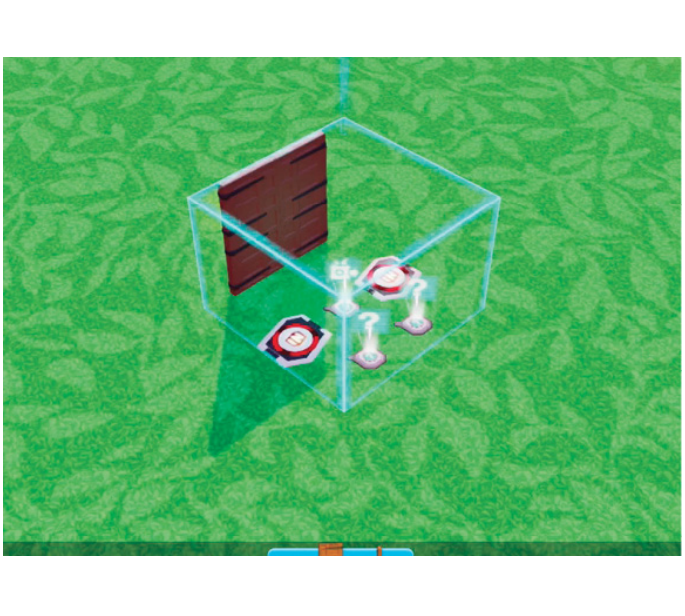
Create things like a low-gravity room with this Weather Vane Piece template.

ONE-WAY DOOR PIECE



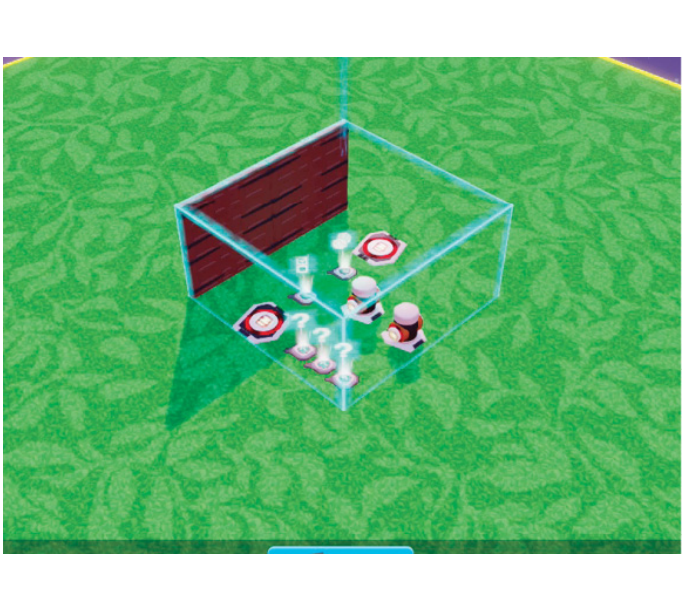
Learn about gated play in puzzle and combat scenarios with the One-Way Door Piece template.

2-PLAYER DOOR PIECE



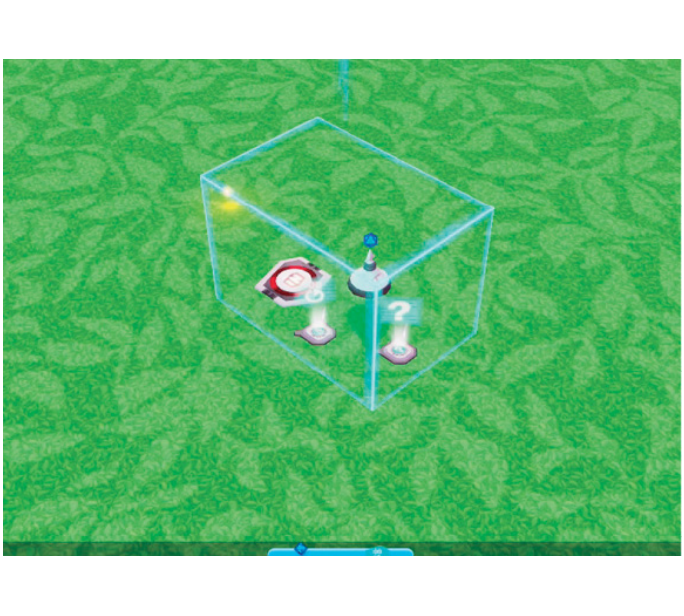
You'll need a friend's help to open this 2-Player Door Piece. This is a great toy for learning to work together with a friend.

BALLOT BOX DOORS PIECE



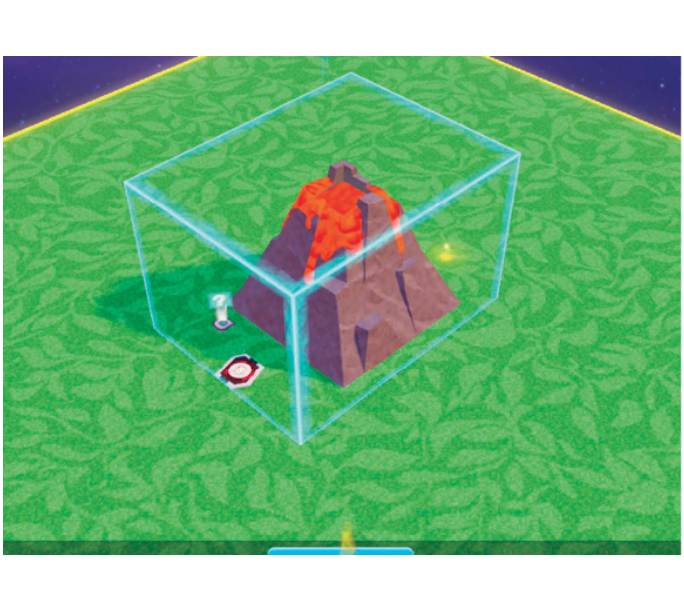
Which door, which door? Choose which door to open by popular vote!

SUPER LAUNCH PIECE



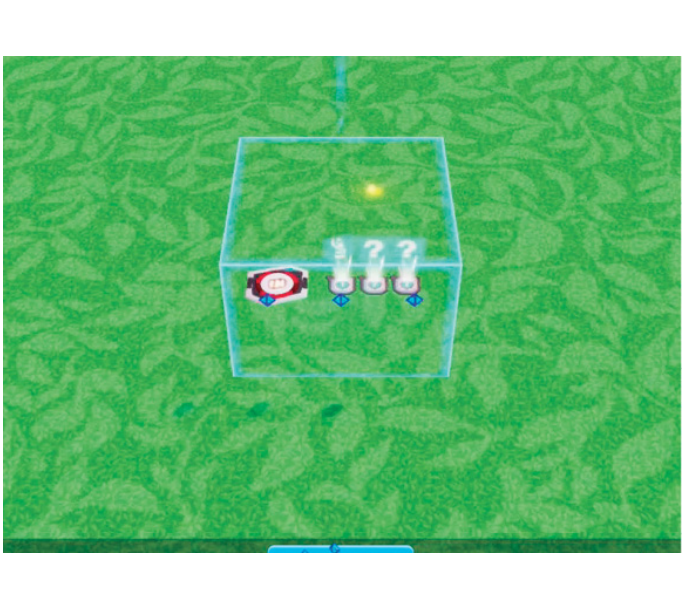
Set off the weather vane and get thrown off your feet with this piece.

MEGA SCIENCE FAIR PIECE



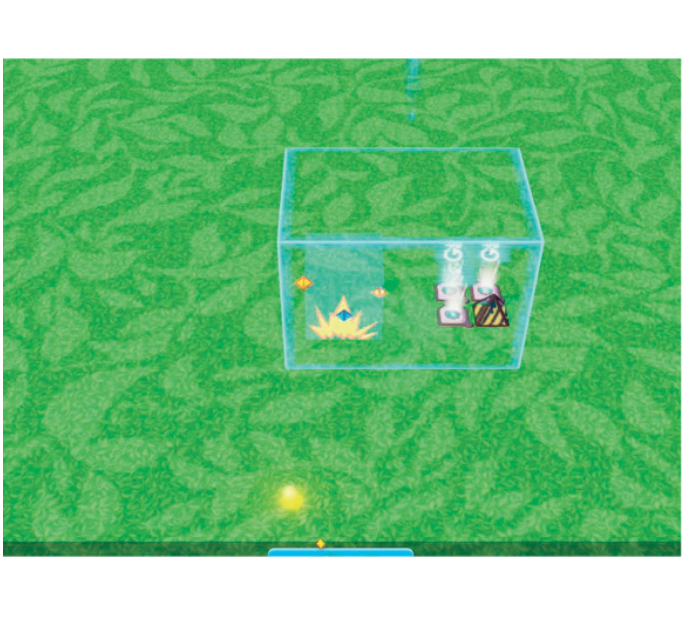
Trigger the volcanic eruption with the Mega Science Fair Piece template.

EFFECTS CREATOR PIECE



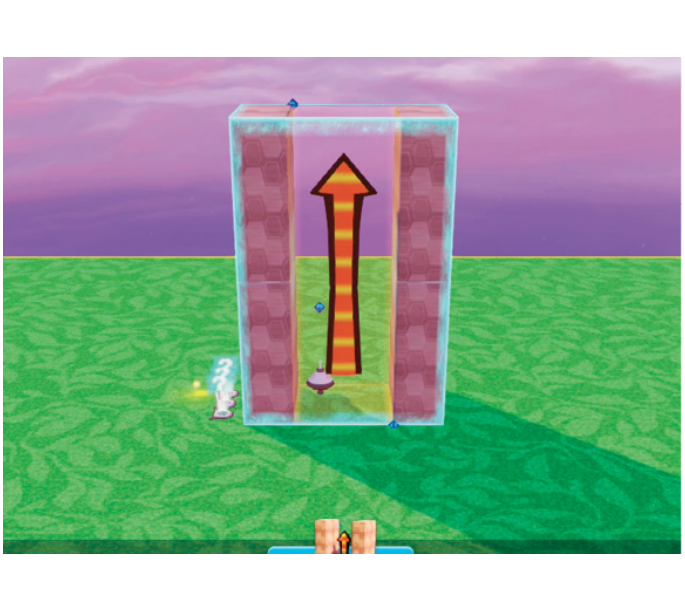
Set off a burst of explosions and other special effects with this piece!

DEFEAT EFFECTS PIECE



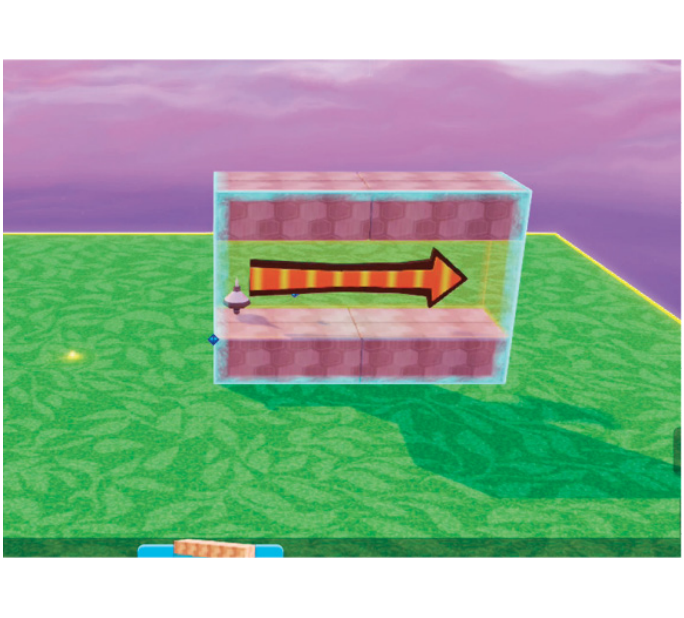
Defeat your enemies and set off a victory explosion at the same time!

PEOPLE MOVER VERTICAL UP PIECE



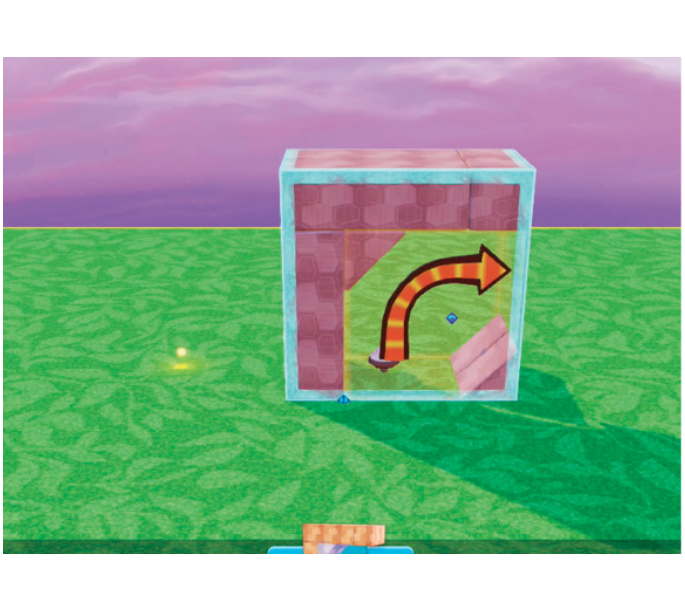
Shoot through a tube with this People Mover Piece template. Extra help about the logic connections in all People Mover templates can be found in this one.

PEOPLE MOVER HORIZONTAL PIECE



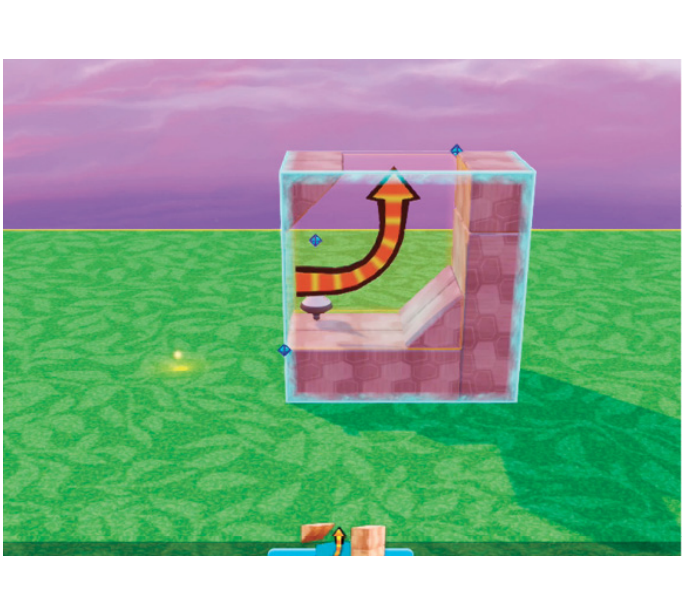
Shoot through a tube with this People Mover Piece template. Extra help about the logic connections in all People Mover templates can be found in this one.

PEOPLE MOVER CORNER A PIECE



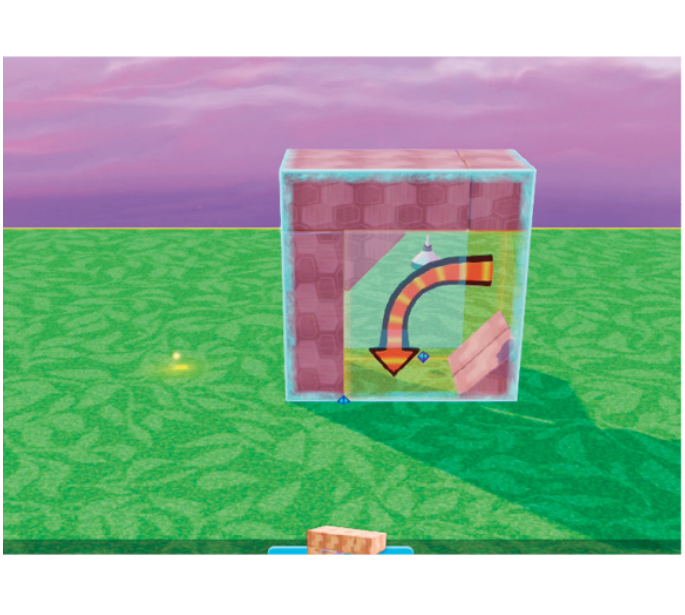
Shoot through a tube with this People Mover Piece template.

PEOPLE MOVER CORNER B PIECE



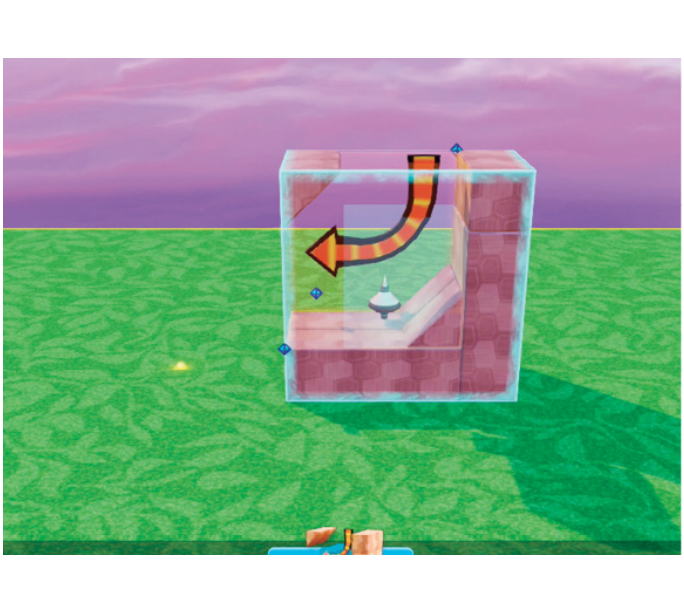
Shoot through a tube with this People Mover Piece template.

PEOPLE MOVER CORNER C PIECE



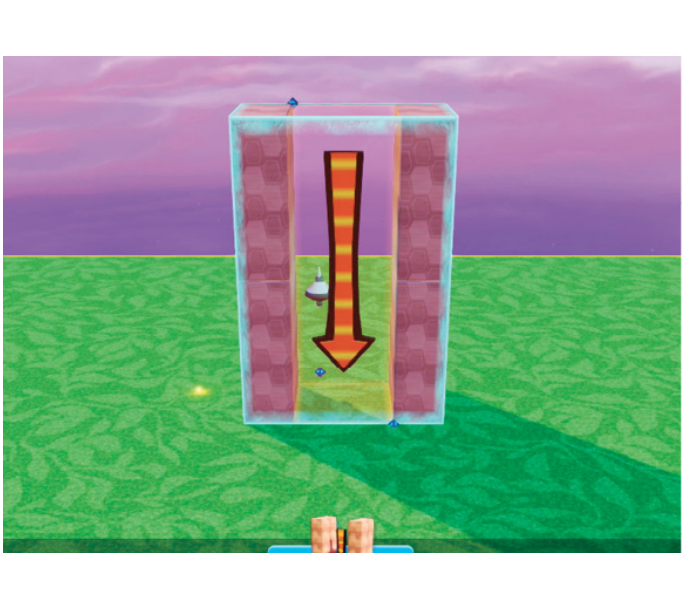
Shoot through a tube with this People Mover Piece template.

PEOPLE MOVER CORNER D PIECE



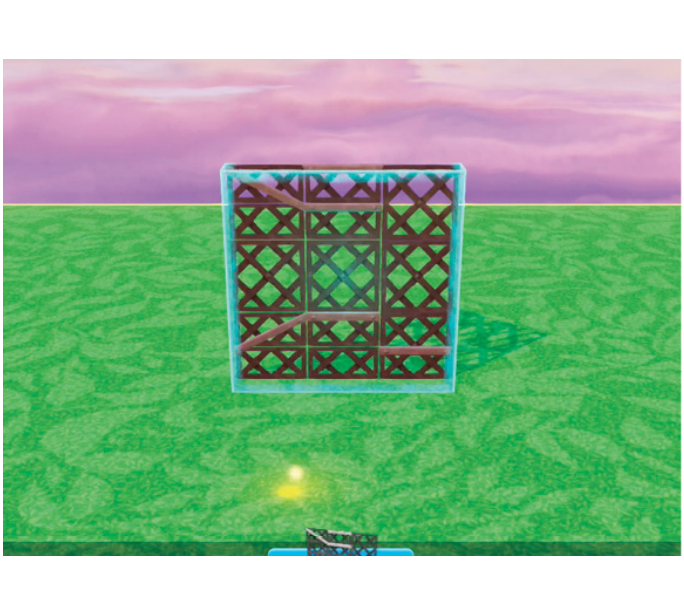
Shoot through a tube with this People Mover Piece template.

PEOPLE MOVER VERTICAL DOWN PIECE



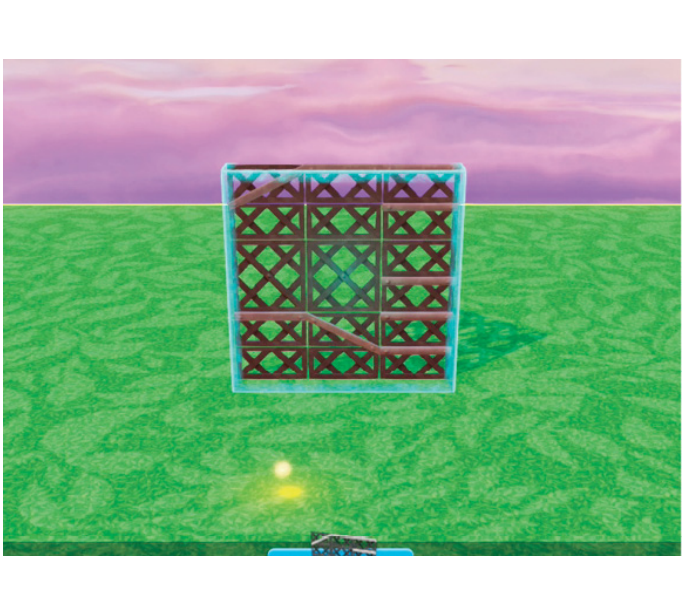
Shoot through a tube with this People Mover Piece template.

LEDGE HANG LAYOUT A



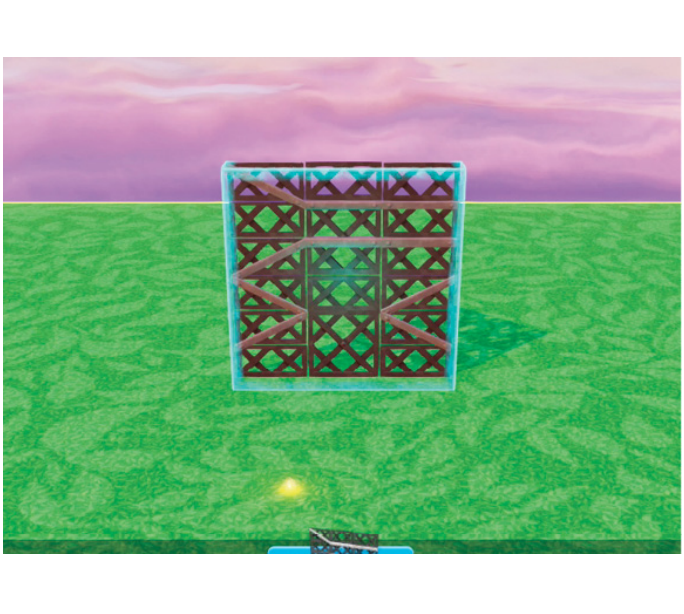
Place this template for an easy climb.

LEDGE HANG LAYOUT B



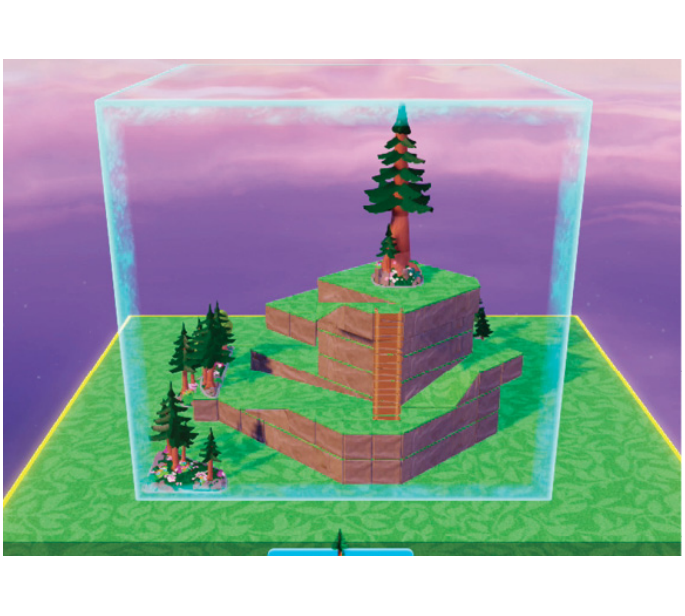
Place this template for an easy climb.

LEDGE HANG LAYOUT C



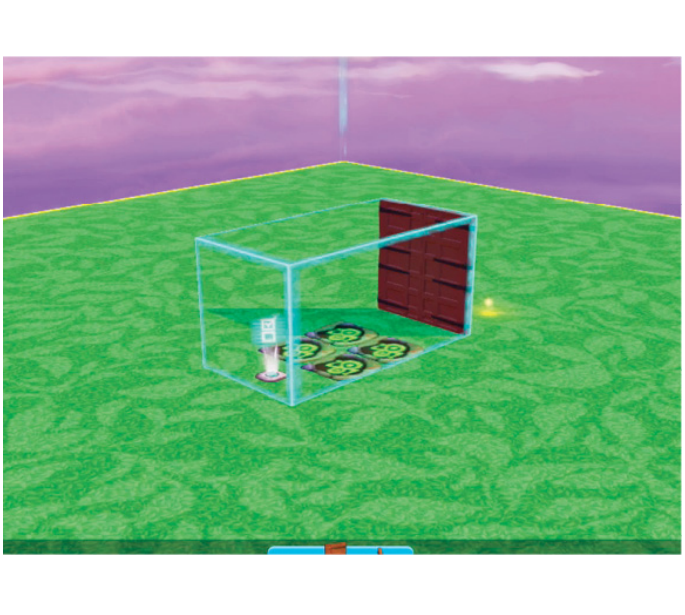
Place this template for an easy climb.

SWITCHBACK HILL



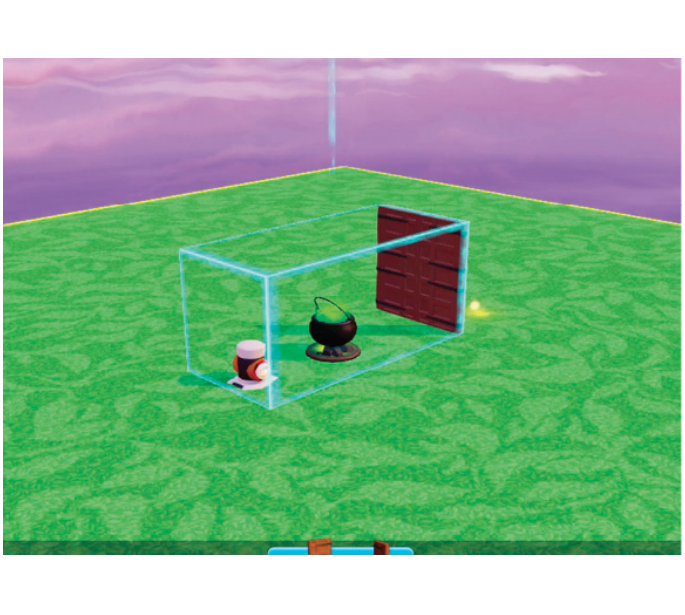
Place this terrain piece for a crazy mountain hike.

COLOR PLATE PIECE



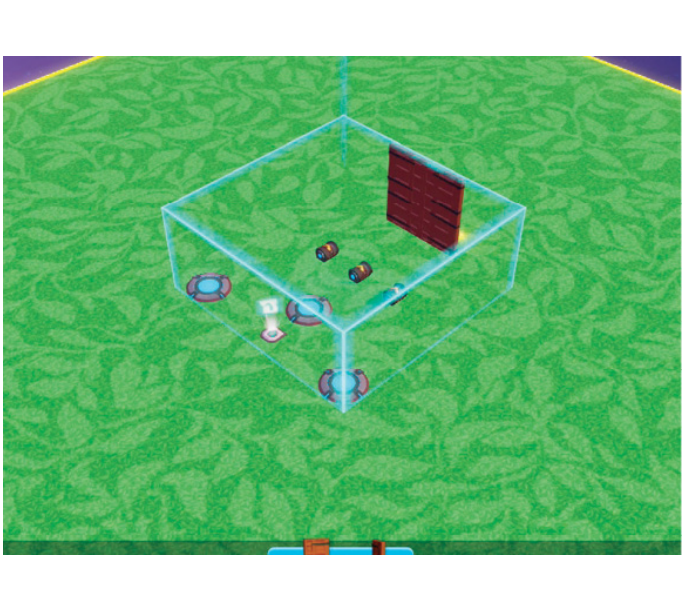
Press the plates to match colors and open the connected door.

CAULDRON GATEWAY PIECE



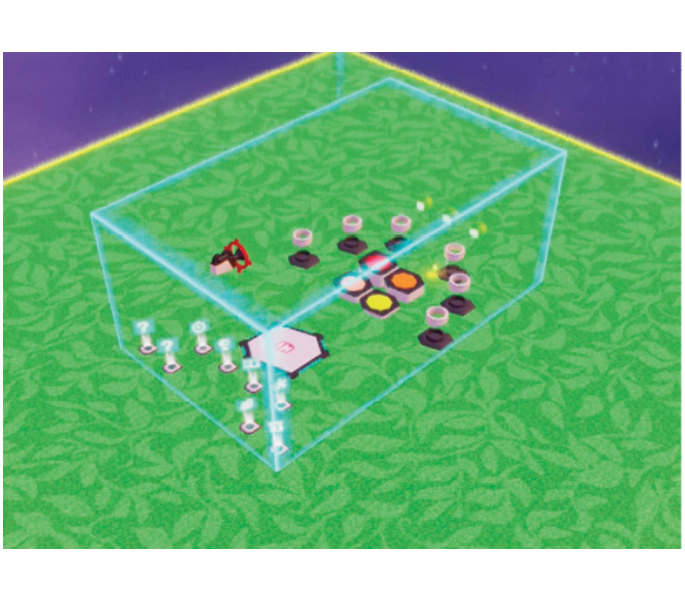
Destroy this cauldron and all the enemies it generates to open the connected door.

PRESSURE PLATE PIECE



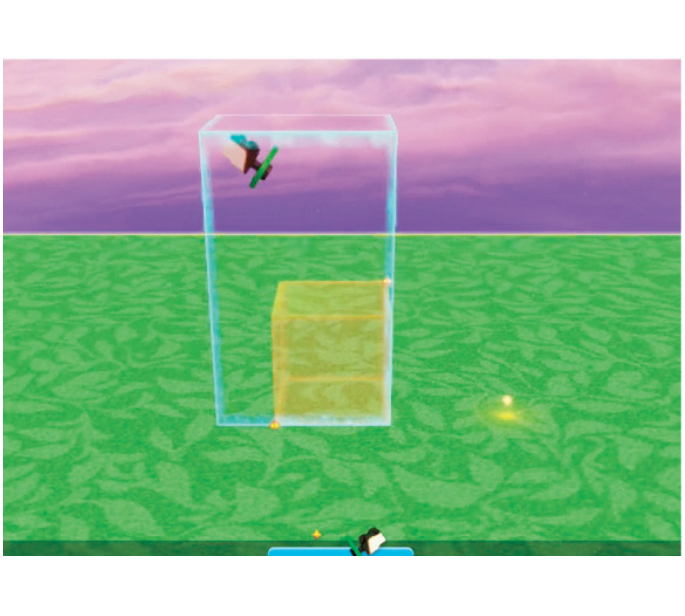
Press these plates at the same time to open the connected door.

END GAME SEQUENCE PIECE



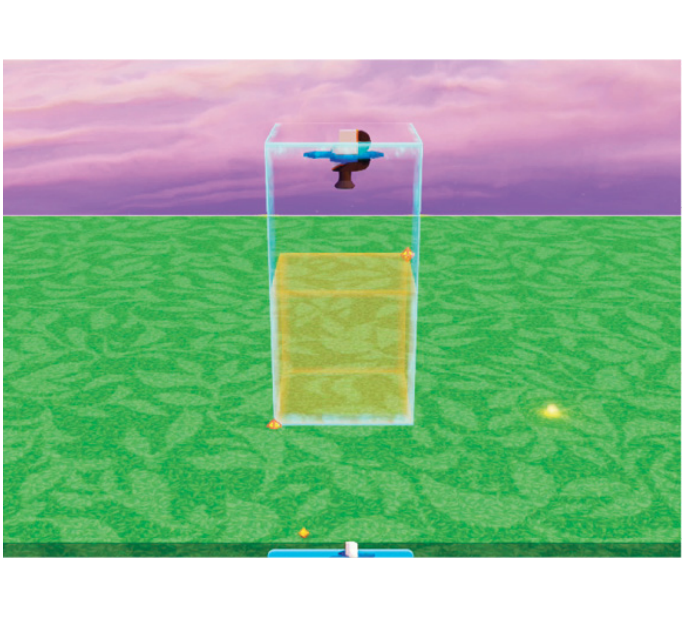
Have a grand finale! End your game by sending your characters to winning platforms with fanfares and fireworks.

ANGLED CAMERA PIECE



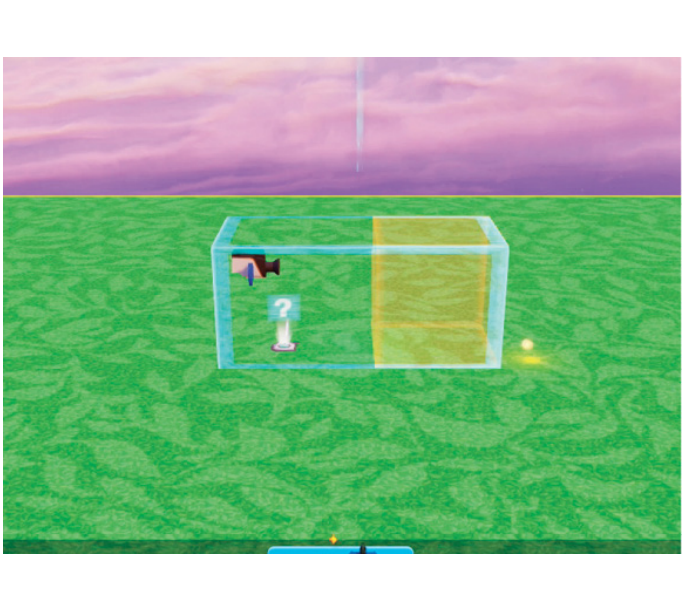
Watch characters from a set angle with this Angled Camera Piece template.

BIRD'S EYE CAMERA PIECE



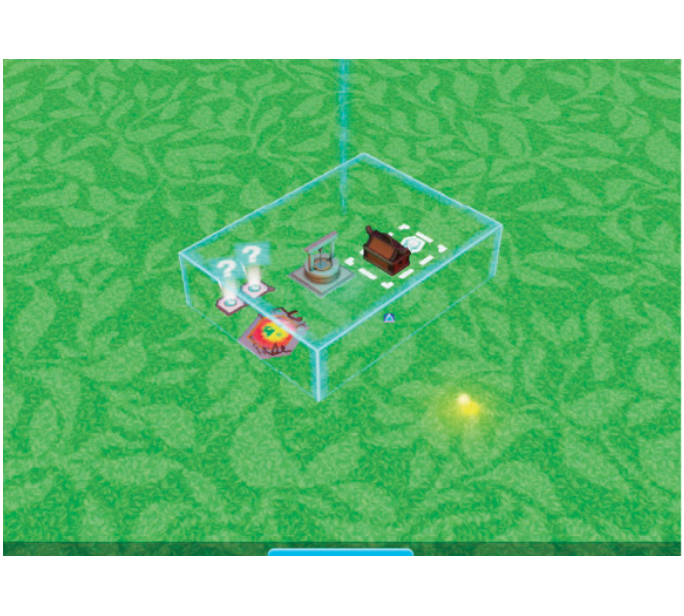
Watch characters from above with this Bird's Eye Camera Piece template.

SIDE-STEP CAMERA PIECE



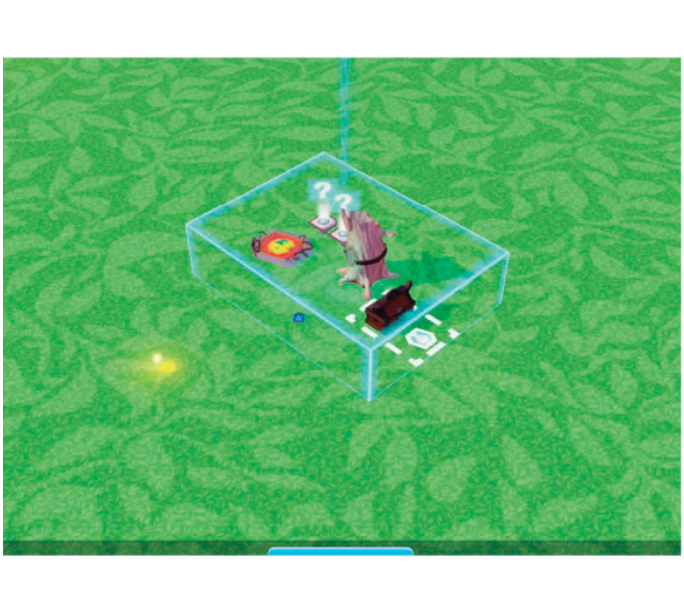
Watch characters from the side with this Side-Step Camera Piece template.

BRAVE SIDEKICK DOOR B PIECE



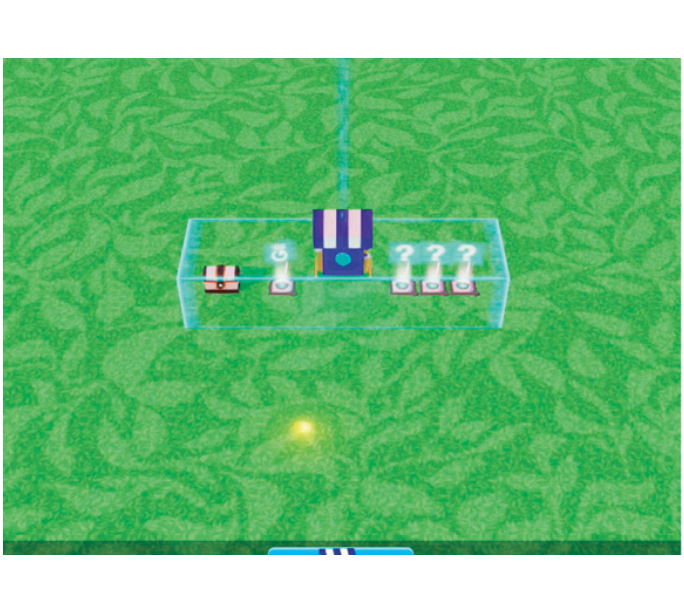
Let your townspeople and sidekicks search for treasure with this piece template. Careful, though…it may throw enemies your way!

BRAVE SIDEKICK DOOR TREE PIECE



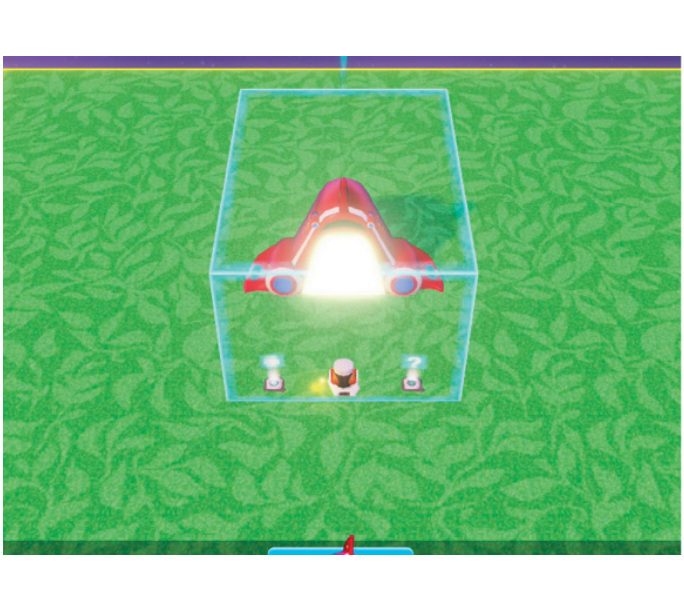
Let your townspeople and sidekicks search for treasure with this piece template. Careful, though…it may throw enemies your way!

STITCH TOWNSPERSON DOOR PIECE



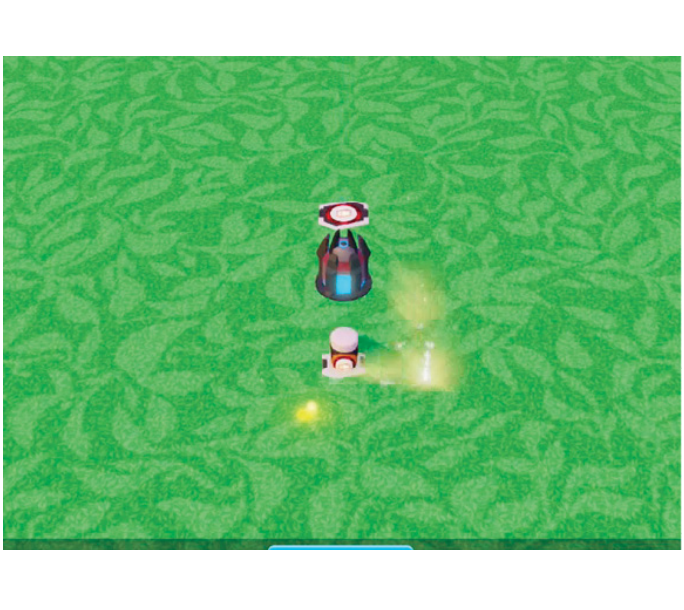
Let your townspeople and sidekicks search for treasure with this piece template. Careful, though…it may throw enemies your way!

STITCH ENEMY DOOR PIECE

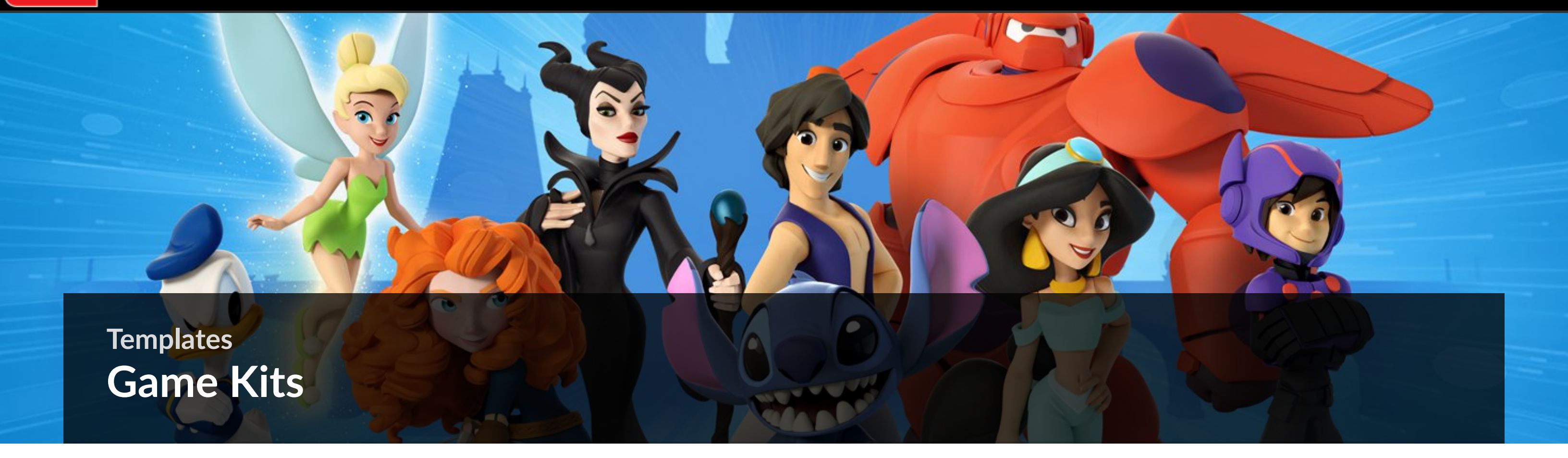


This door allows players to spawn enemies into your game.

BRAVE ENEMY CLOSET PIECE



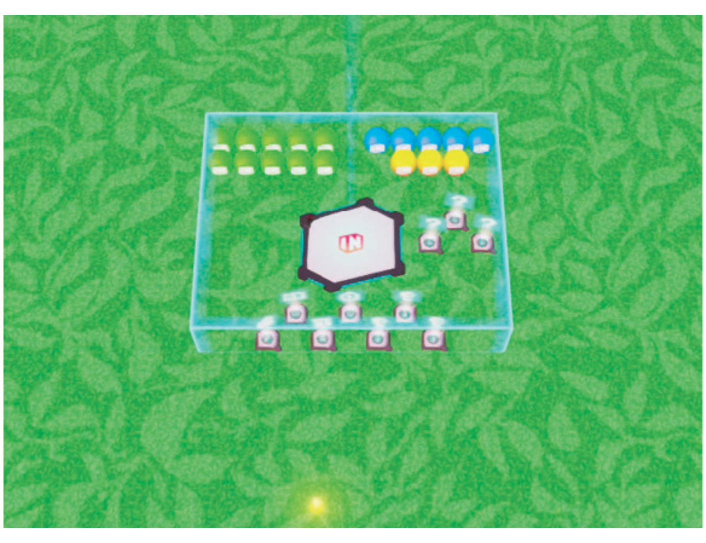
This Brave-themed piece template will spawn enemies into your game.



GAME KITS

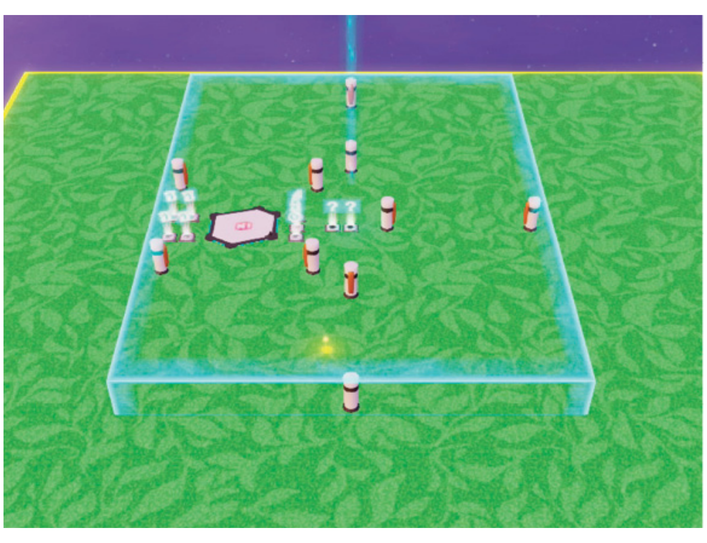
Game kits contain more Creativi-Toys and connections than the game pieces. For the most part, they are completely functional games, but they lack a lot of the decorations and finishing touches. However, they are created so you can place them into your Toy Box Worlds and then customize them to your heart's content.

COLLECTOR CHALLENGE KIT



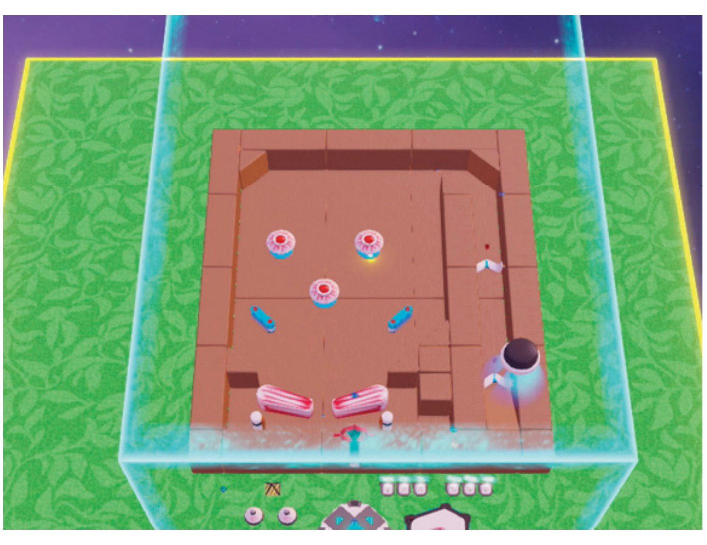
Move the orbs in this kit template and have your friends race against the timer to collect as much as you can.

RACING GATE KIT



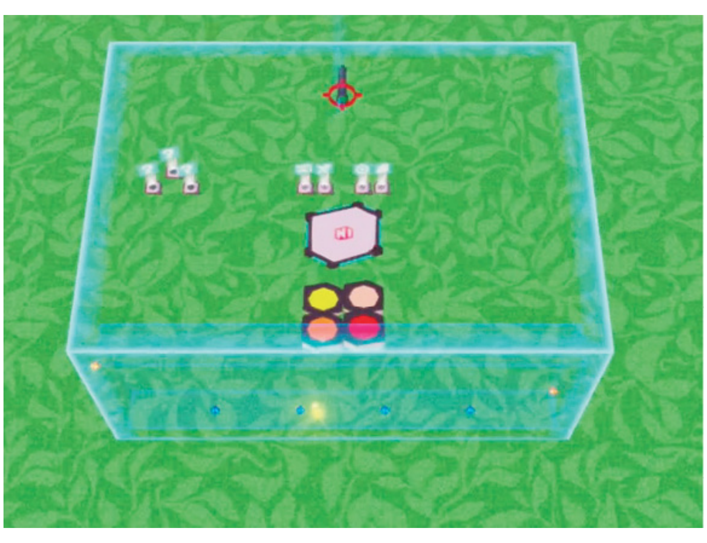
Move the racing gates in this kit template and race your friends for three laps to the finish!

EASY PINBALL KIT



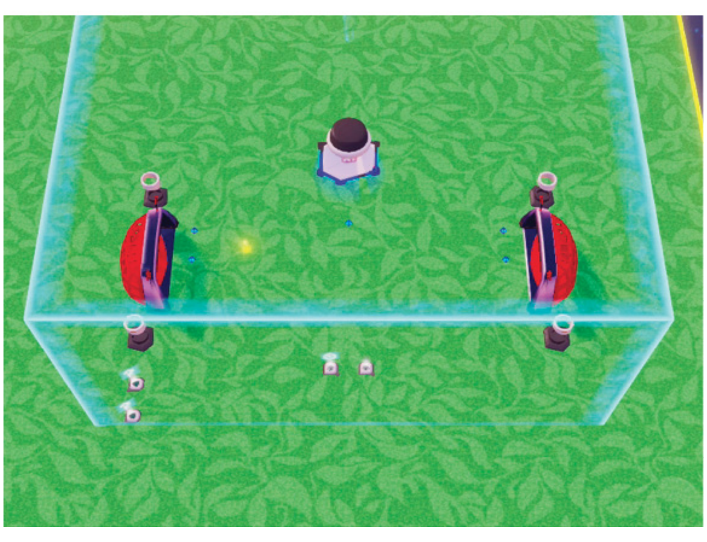
Have a ball with the Easy Pinball Kit template. Customize where and what you add to the game.

SMASH AND BASH ARENA KIT



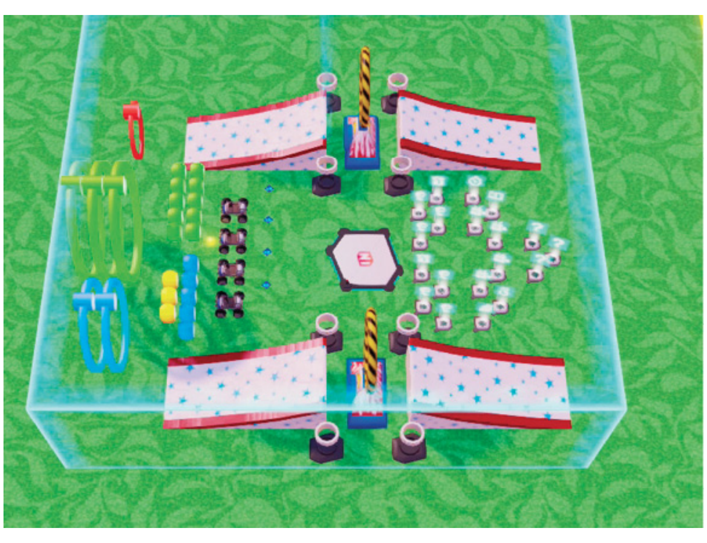
Battle with up to three other players in this customizable arena, and see if you can win in the allotted time!

SOCCER KIT



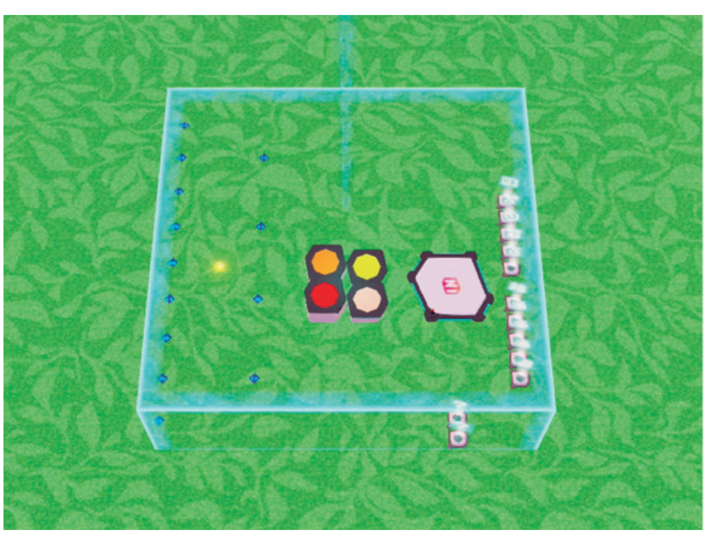
Begin with this Soccer Kit template, then add your own touches—enemies, timers, friends—for an unforgettable sports match!

STUNT PARK KIT



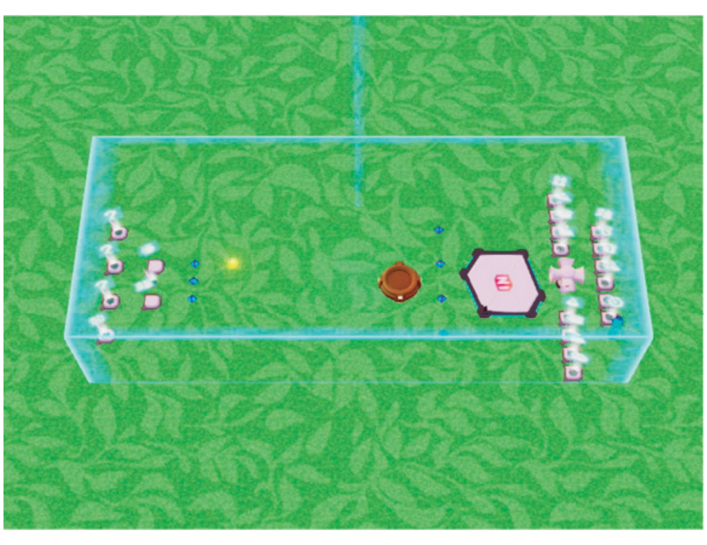
Challenge your friends with this customizable stunt park full of tricks, toys, and games.

ENEMY WAVE BATTLE KIT



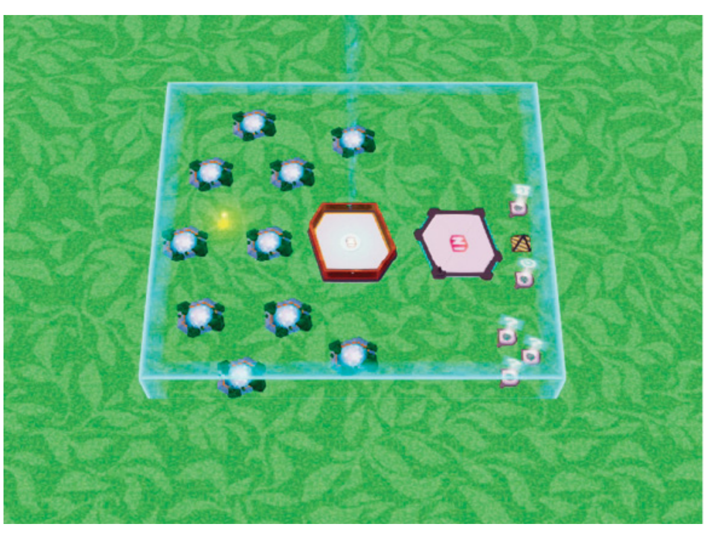
Defeat enemies as fast as you can in this customizable kit template.

TREASURE DEFENSE KIT

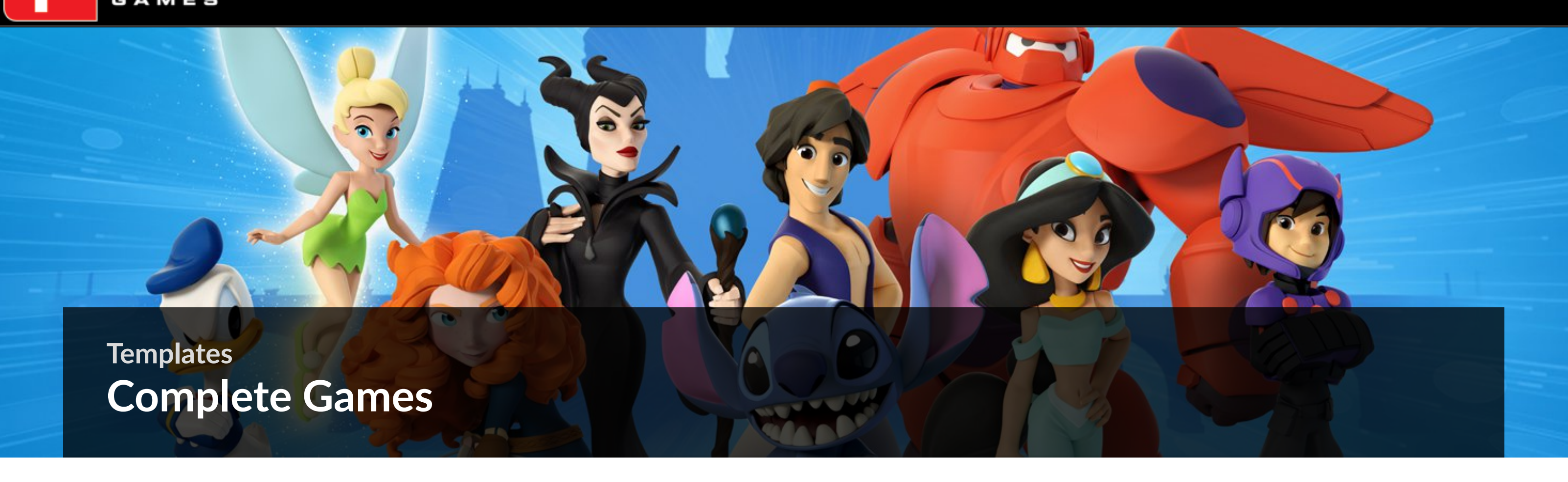


Protect the treasure in this customizable kit template.

TOWNSPERSON COLLECTION KIT



See if you can toss the townspeople into the collection pen in the allotted time!



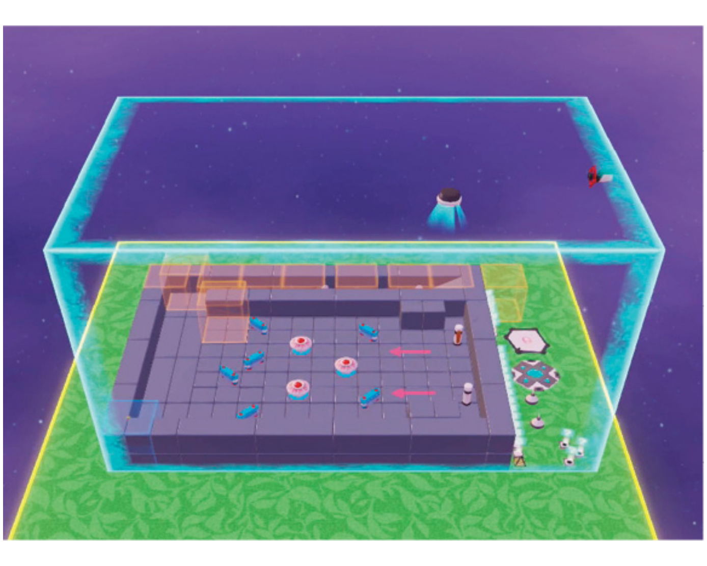
Templates

Complete Games

COMPLETE GAMES

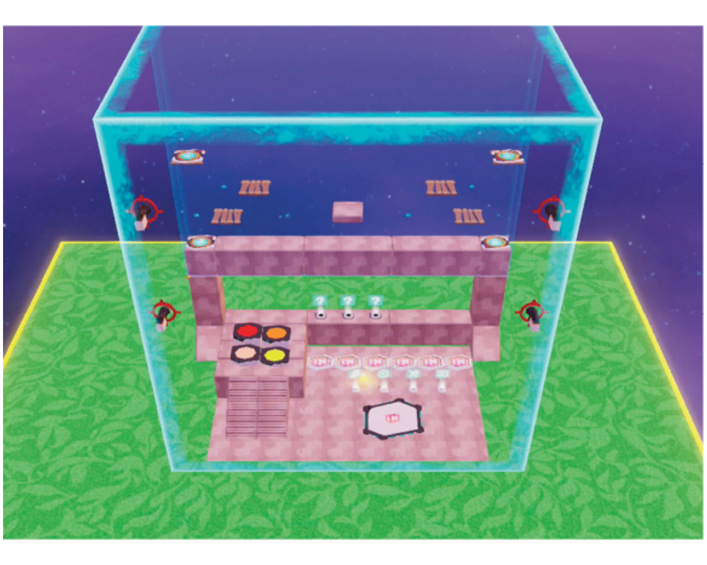
These are just what they claim to be—complete games. You can easily drop these into one of your worlds and have a game ready to play for you and your friends. These have even more toys and connections than the other templates and are great for studying how to connect several Creativi-Toys in a variety of ways in order to create these types of games.

PINBALL GAME



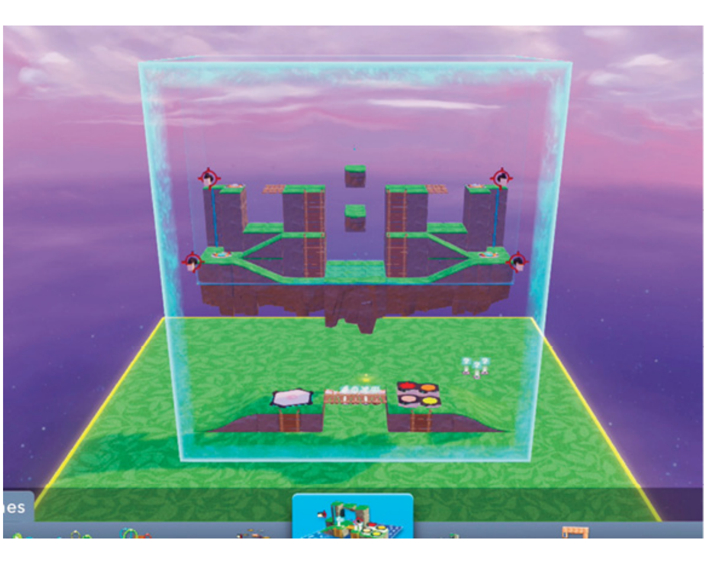
Have yourself a ball with the pinball template! Control the flippers and get points.

TUNNEL BATTLE ARENA GAME



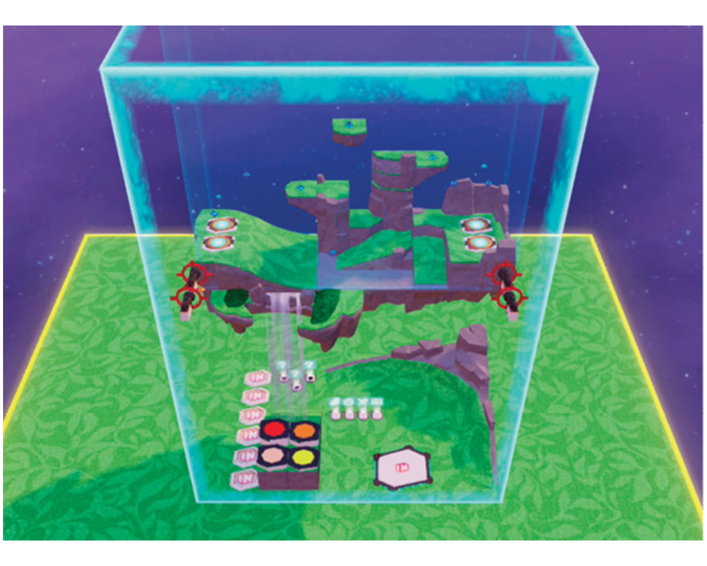
Battle with up to three other players in this customizable arena, and see if you can win in the allotted time.

CLIFFSIDE BATTLE ARENA GAME



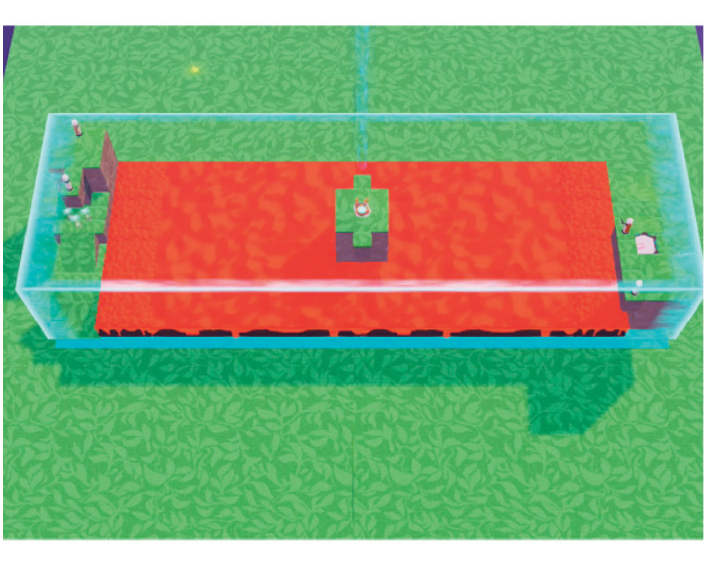
Battle with up to three other players in this customizable arena, and see if you can win in the allotted time.

TERRAIN TOP BATTLE ARENA GAME



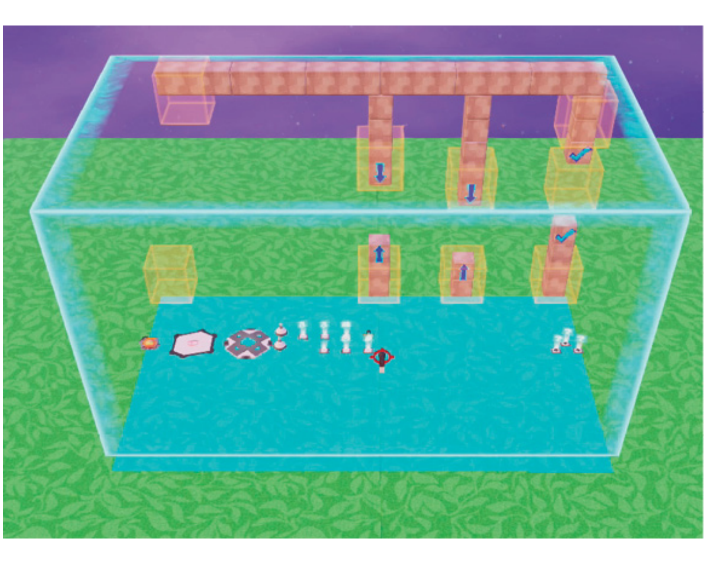
Battle with up to three other players in this customizable arena, and see if you can win in the allotted time.

RANDOM PLATFORMER GAME



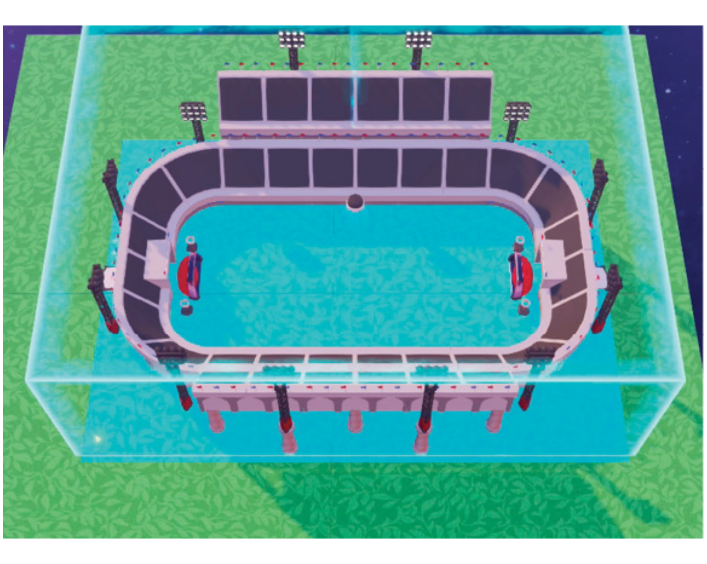
This game creates different types of platform games and obstacle courses for you.

BOUNCY BOT GAME



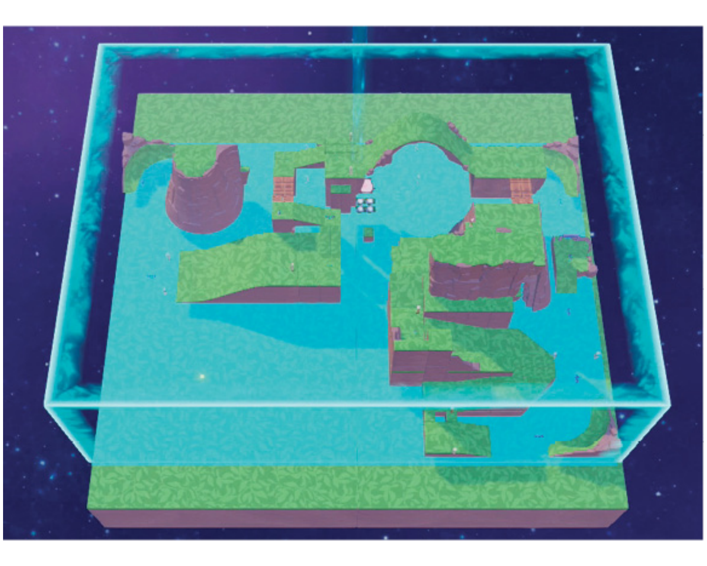
Try to see how long you can make Omnidroids fly with the weather vane in this single-player game.

ULTIMATE SOCCER GAME



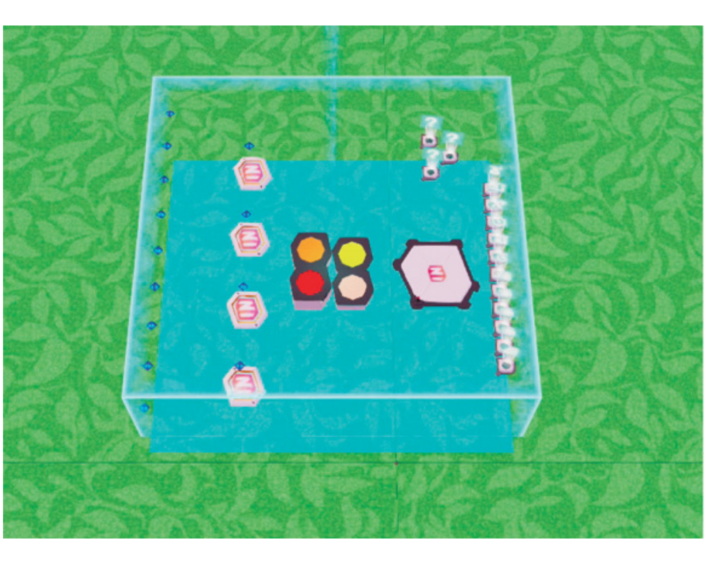
Have the ultimate soccer game with this game template.

MOUNT RACE GAME



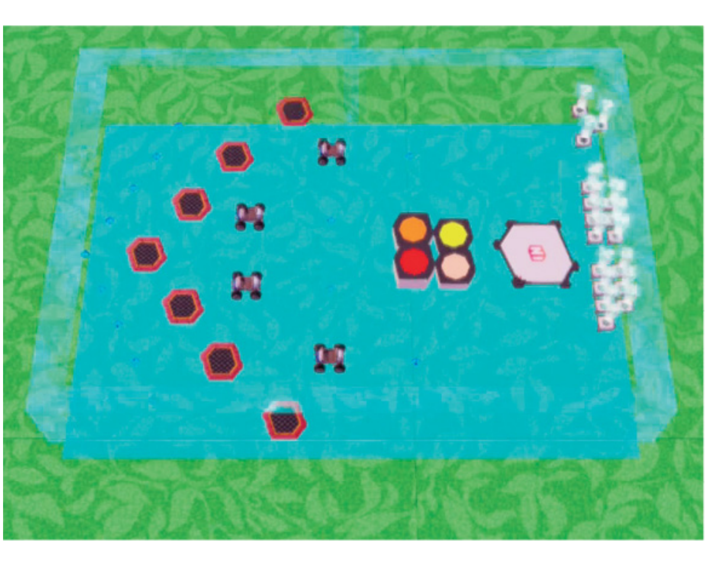
Race an assortment of animals past checkpoints. Whoever completes three laps in the least amount of time wins!

PAINTBALL BATTLE GAME



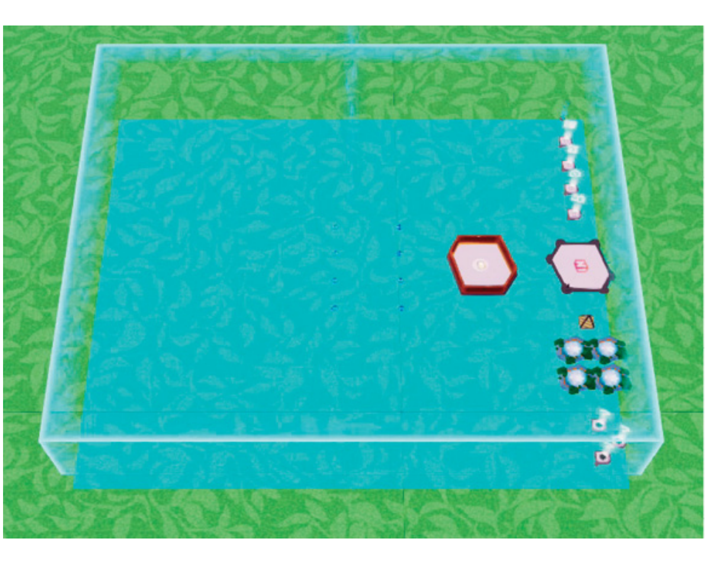
Defeat enemies as fast as you can in this customizable kit.

VEHICULAR COMBAT GAME



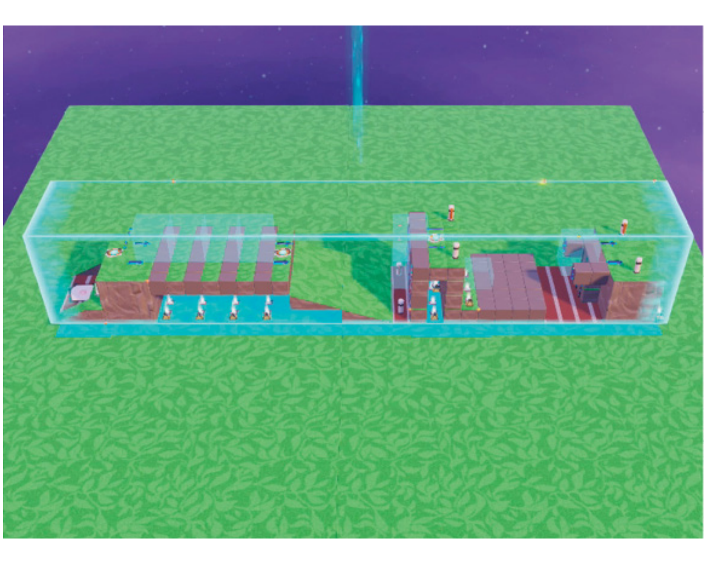
Defeat enemies as fast as you can in this customizable kit.

WESTERN WRANGLE GAME



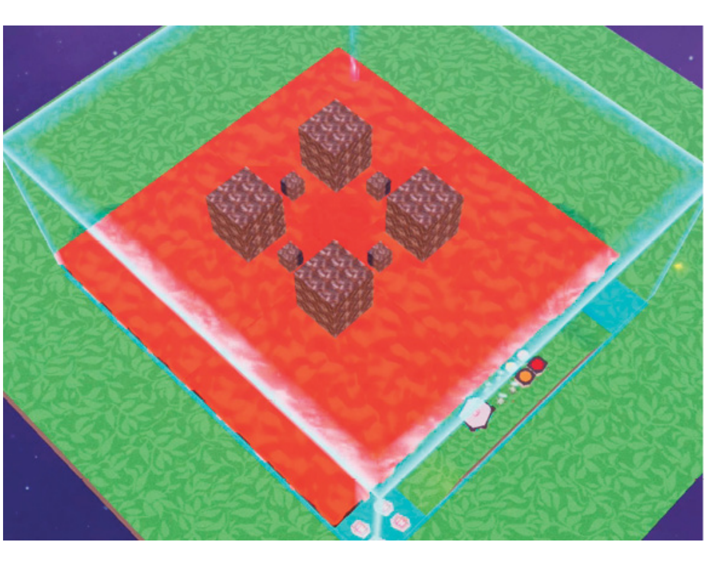
Race against the clock and use your mount to corral as many townspeople as you can.

RED LIGHT / GREEN LIGHT GAME



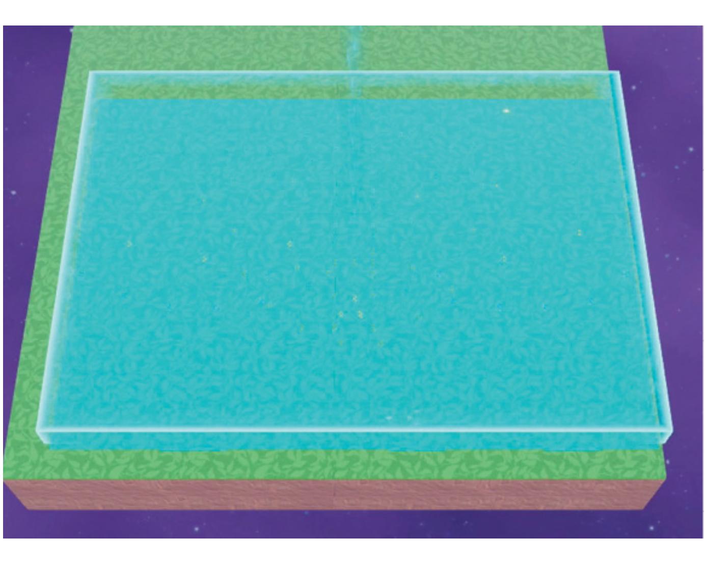
Race to the end without stepping on the red blocks in this game template.

KING OF THE HILL GAME



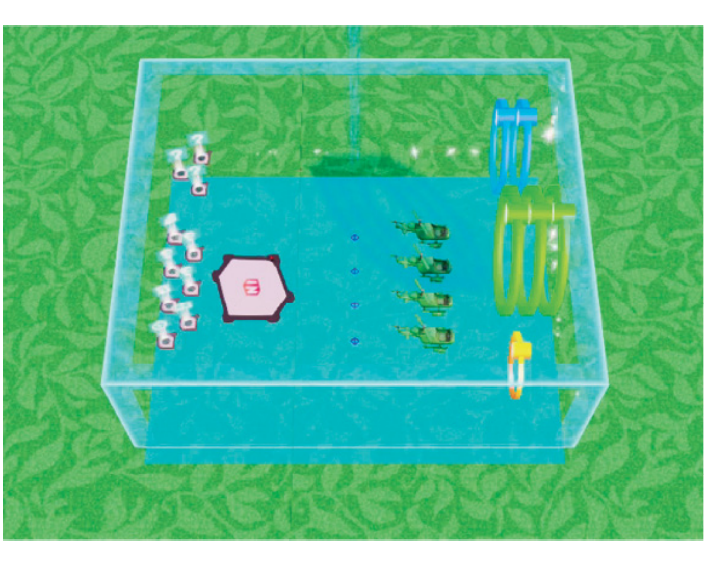
Destroy the other player's blocks while keeping yourself safe from the lava.

MOUNTS COLLECTOR GAME



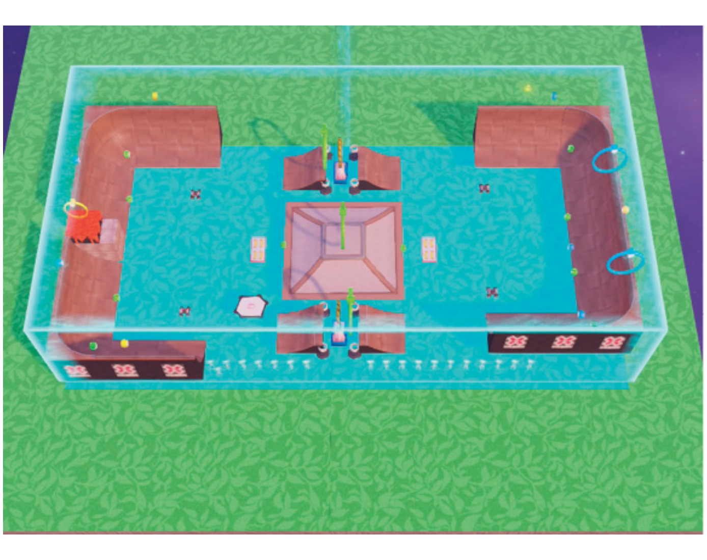
Collect orbs as fast as you can while riding on a mount.

AERIAL RING COLLECTION GAME

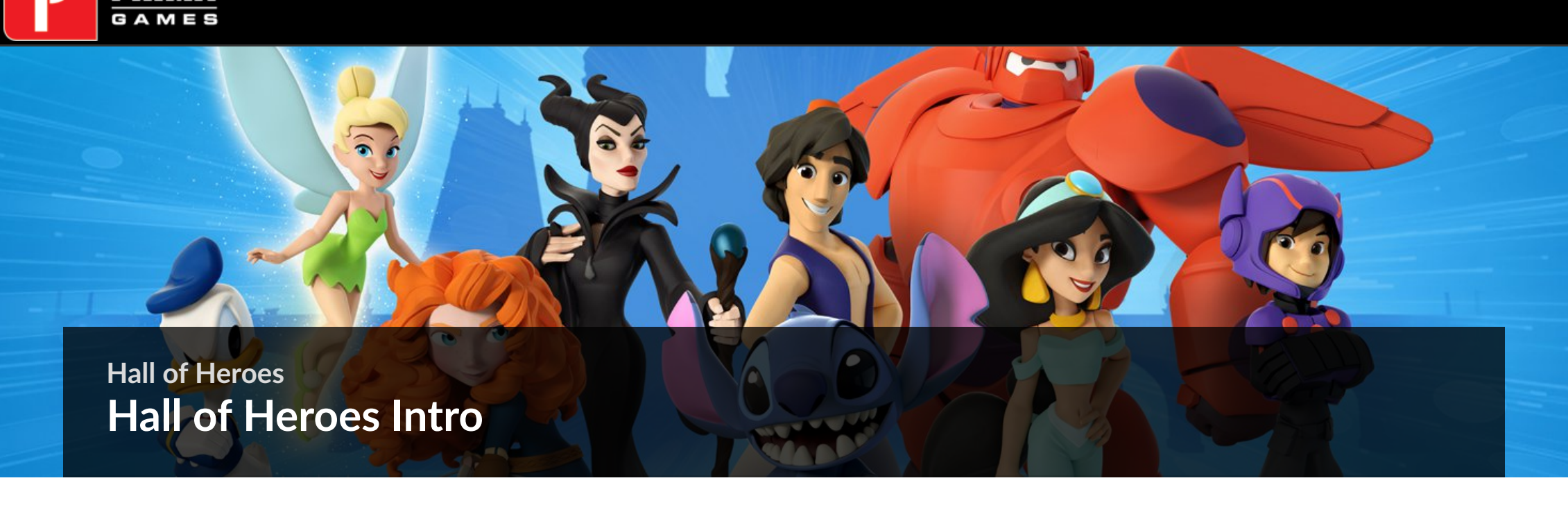


Fly through rings as fast as you can in this template.

STUNT PARK GAME



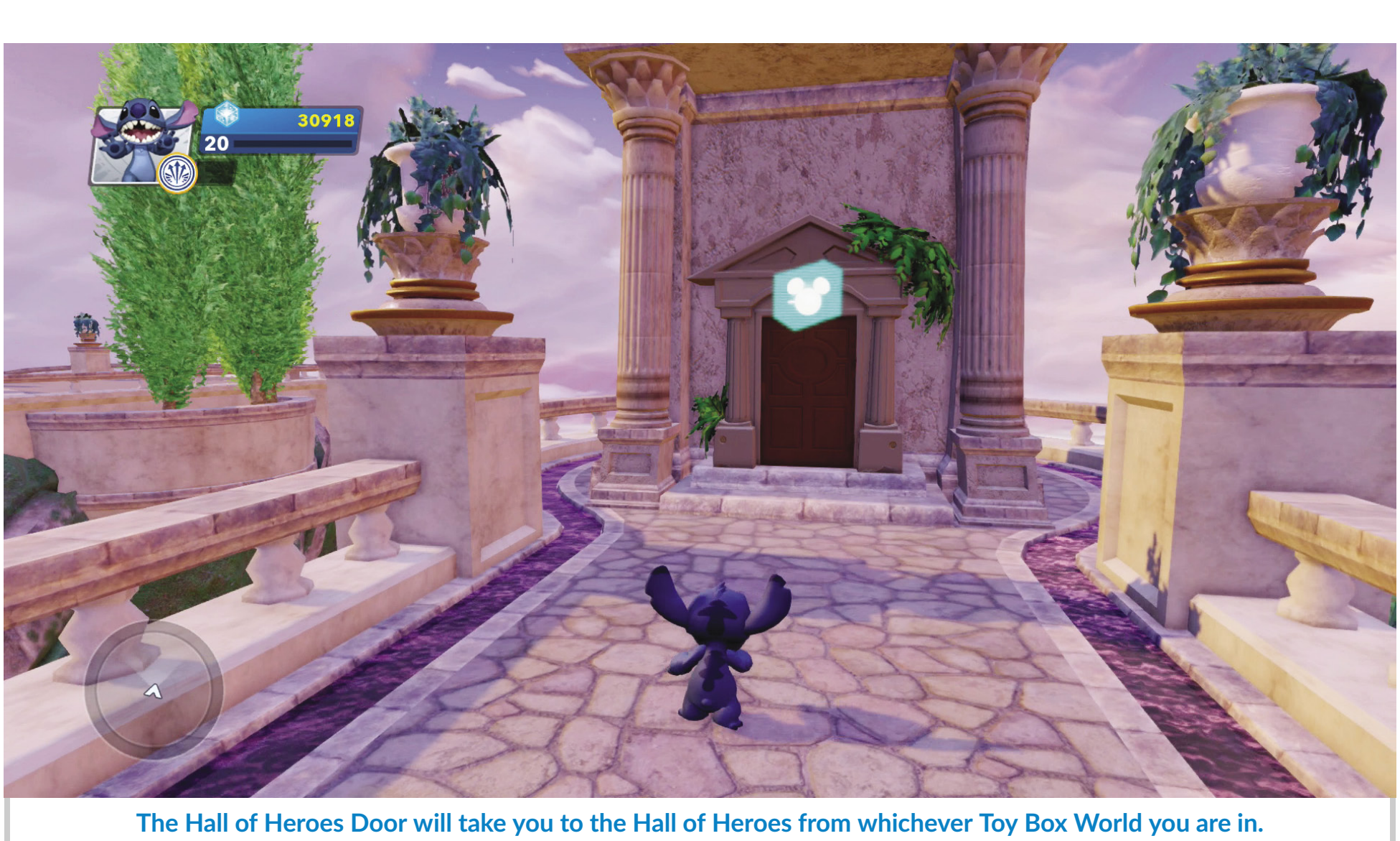
Challenge your friends with this customizable stunt park full of tricks, toys, and games.



Hall of Heroes

Hall of Heroes Intro

The Hall of Heroes is a part of the game where you can see how your Disney characters have progressed and keep track of all the Disney Power Discs you have collected. You can get to the Hall of Heroes from any Hall of Heroes Door, which you can place in any Toy Box World. You can also access it from the Toy Box menu, which is off of the main menu when you start the game.

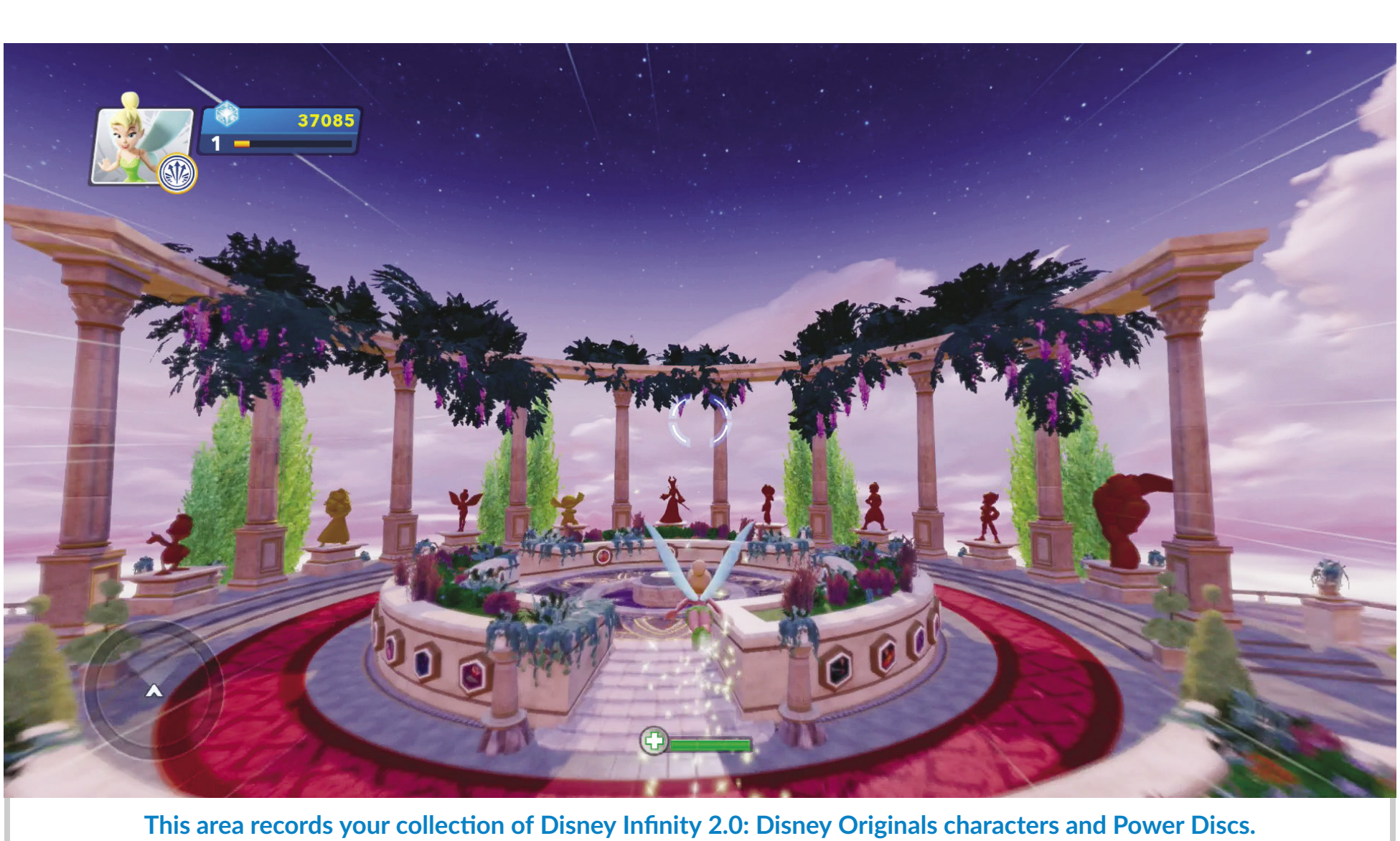


The Hall of Heroes Door will take you to the Hall of Heroes from whichever Toy Box World you are in.

When you arrive at the Hall of Heroes, you have two paths you can take. The path to the right leads to a pantheon for characters and Power Discs from *Disney Infinity 2.0: Disney Originals*. The other path, which leads to the left, takes you to a coliseum-like structure for characters and Power Discs from *Disney Infinity 1.0*.

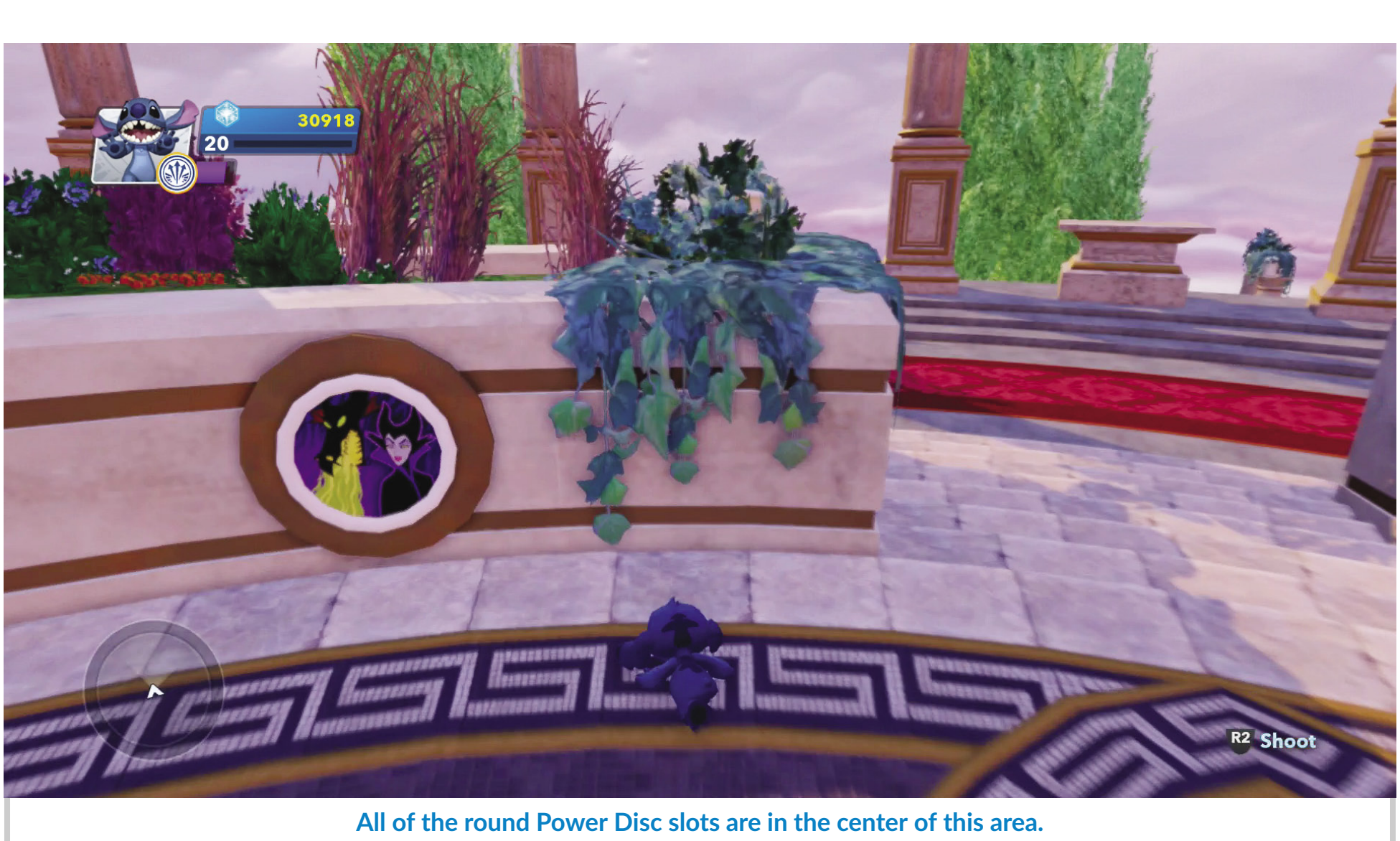
Go to the right to the future or to the left to the past.

DISNEY INFINITY 2.0: DISNEY ORIGINALS

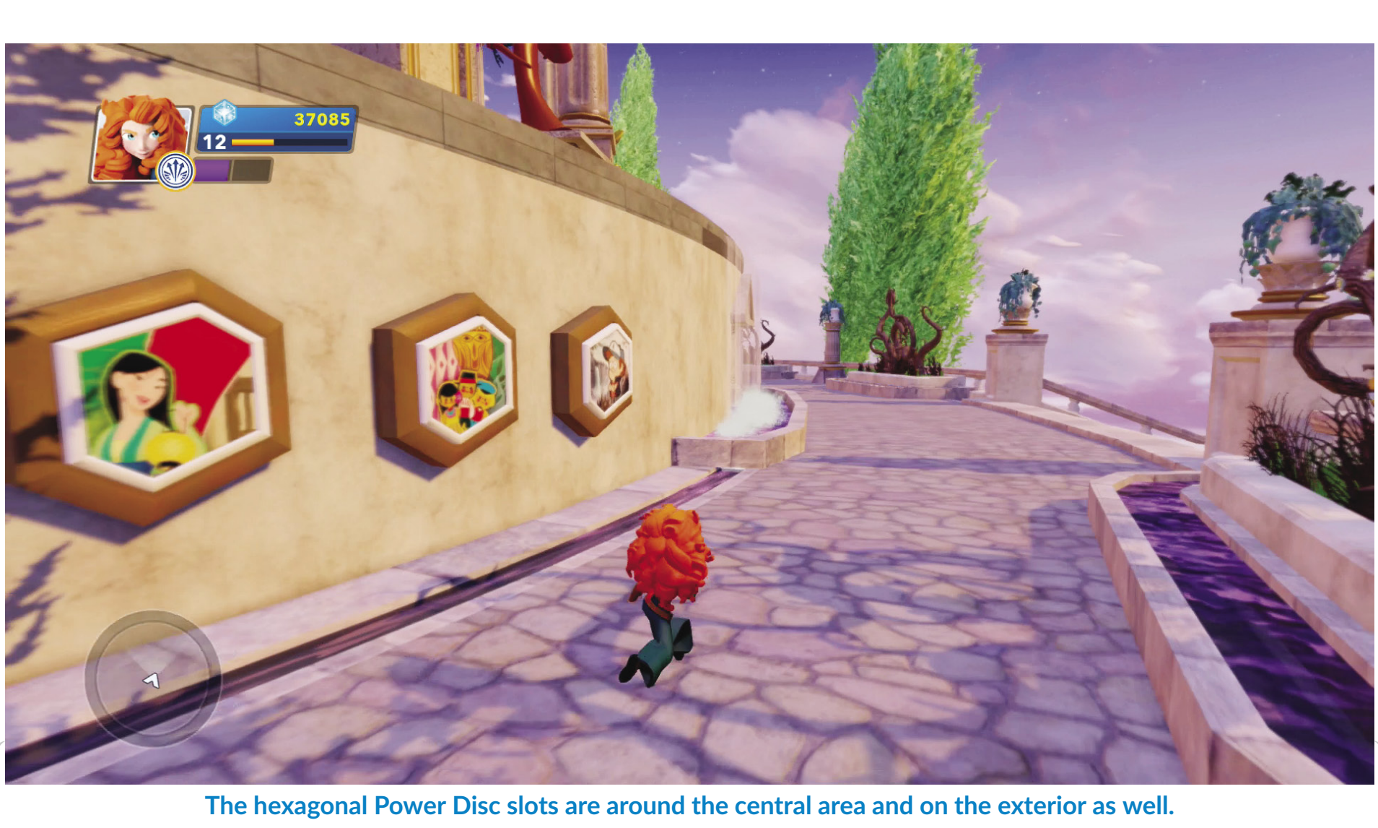


This area records your collection of Disney Infinity 2.0: Disney Originals characters and Power Discs.

The *Disney Infinity 2.0: Disney Originals* area is a visual record of your collection and the progress you have made in leveling up your characters. The interior of this area has short walls with spots for all of the round Power Discs you have collected. On the exterior of the central area are spots for many of the hexagonal Power Discs. There are additional hexagonal slots along the exterior walkway that leads around the outside of the pantheon. As soon as you use any Power Disc in a Toy Box World, or use a round Power Disc in a Toy Box Game, golden sparkles form around these slots. Walk up to the sparkles and an image of the Power Disc appears.



All of the round Power Disc slots are in the center of this area.

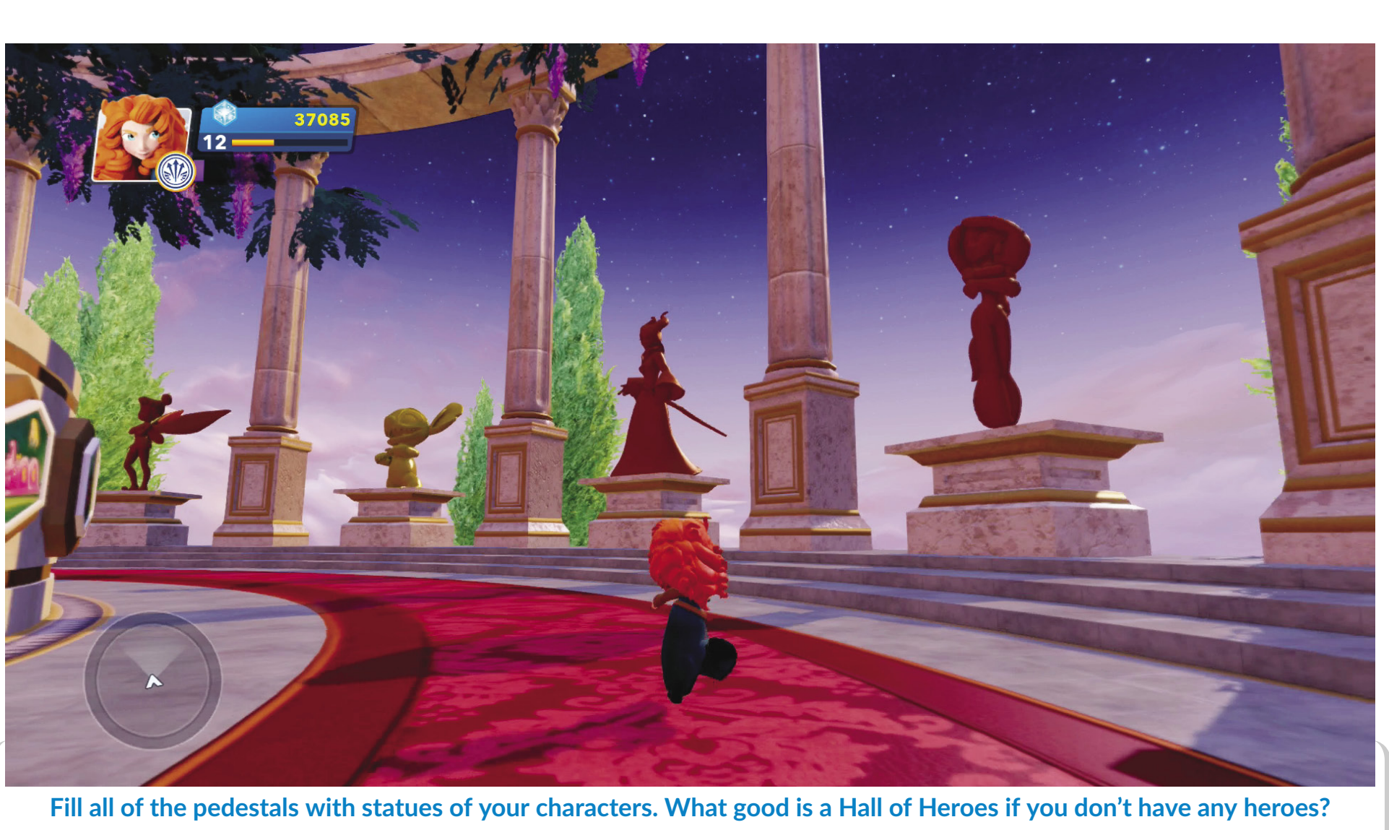


The hexagonal Power Disc slots are around the central area and on the exterior as well.

In addition to Power Discs, the Hall of Heroes also has pedestals. They start out empty. However, as you play with characters, you can add their statues to these pedestals. As soon as you get a character up to level 1, a bronze statue will appear for that character in the Hall of Heroes. As you level up these characters even further, the statues change to silver and eventually to gold.

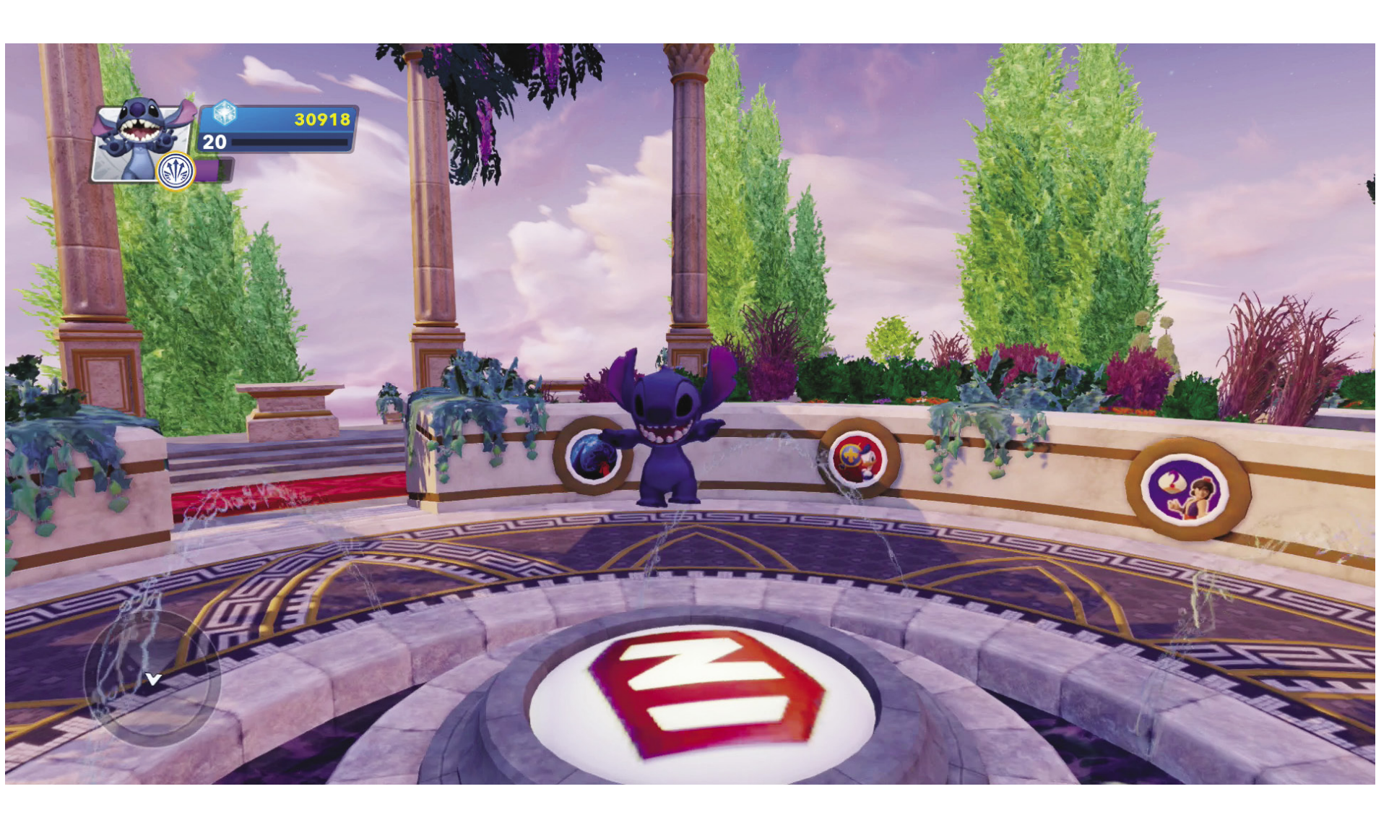
Tip

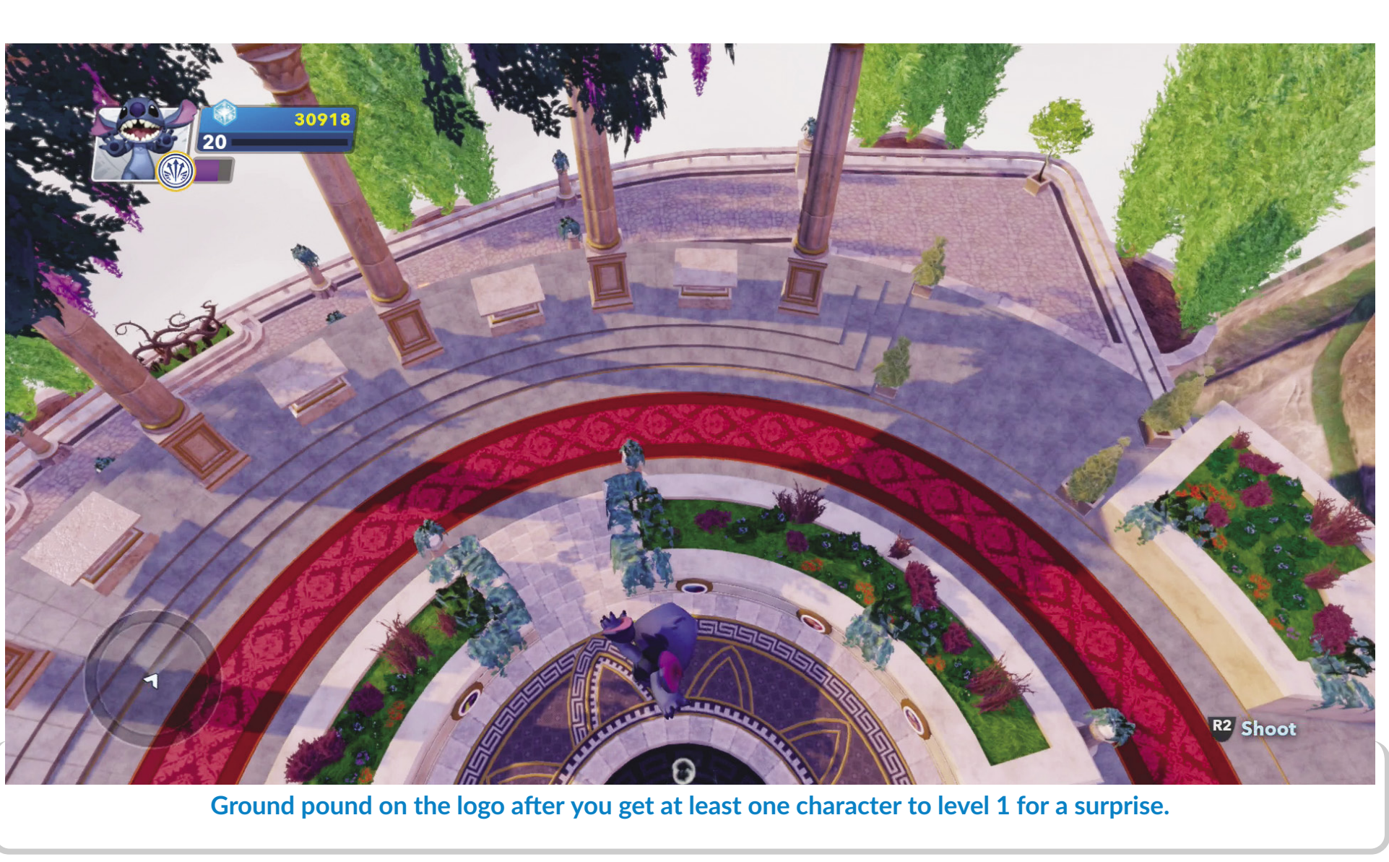
When you invite friends to visit your Toy Box, be sure to have a Hall of Heroes Door in that Toy Box World so you can let your friends see your progress and collection.



Fill all of the pedestals with statues of your characters. What good is a Hall of Heroes if you don't have any heroes?

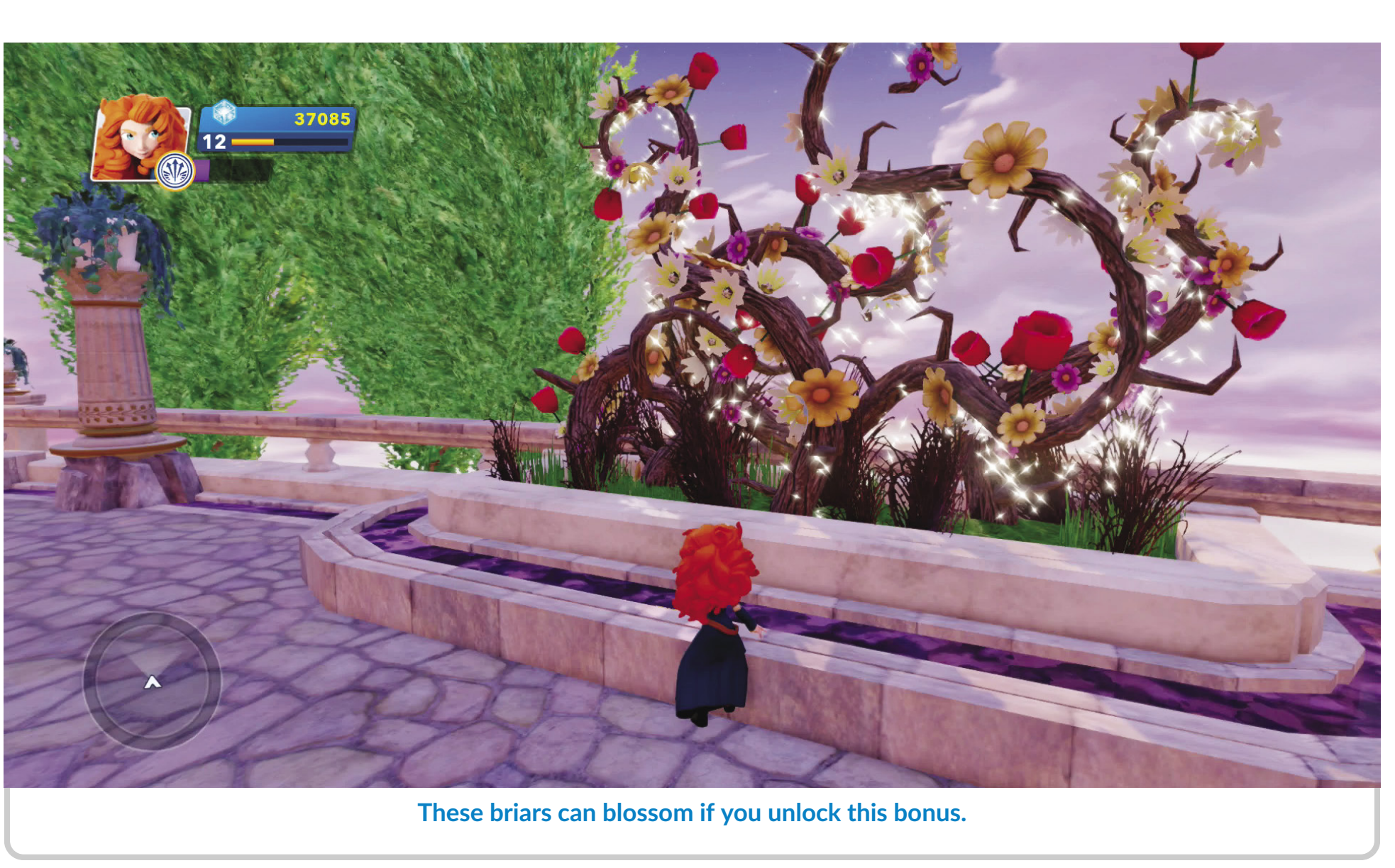
In addition to earning statues, there are other rewards for collecting characters and leveling them up. As soon as you level up your first character to level 1, you unlock the first bonus. Go to the fountain in the center of the pantheon. Jump up onto the Disney Infinity logo. Then jump up and do a ground pound on the logo by pressing the jump button and then the attack button while in the air. As your character comes down, he or she will launch high up into the air, giving you a great aerial view of the area.





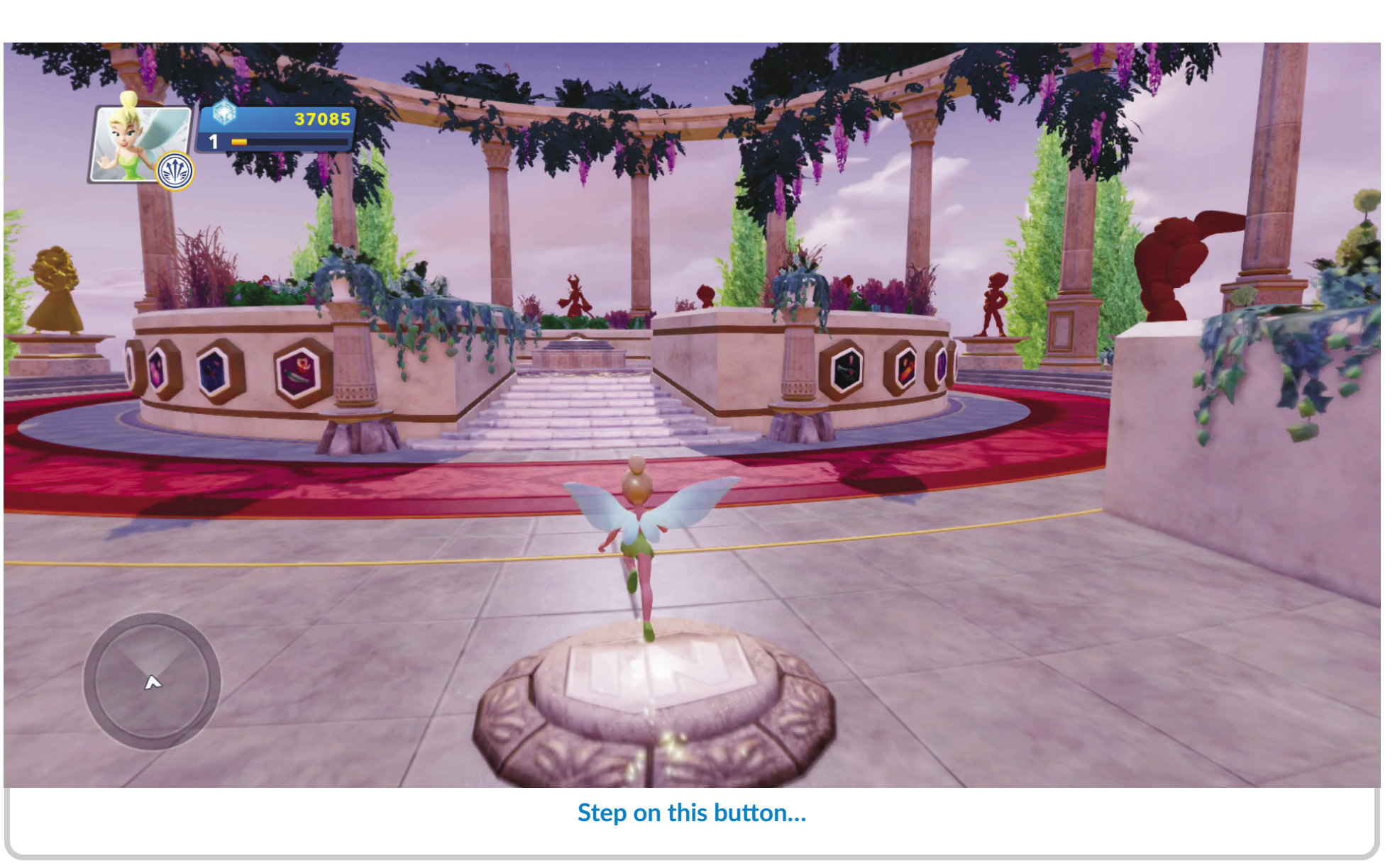
Ground pound on the logo after you get at least one character to level 1 for a surprise.

The second bonus requires you to get more characters to level 1. Or you can just get Maleficent to level 1. As you walk around the exterior pathway you can see some briars with thorns. However, once you unlock this bonus, as you walk up to these briars, they burst out into blossoms.

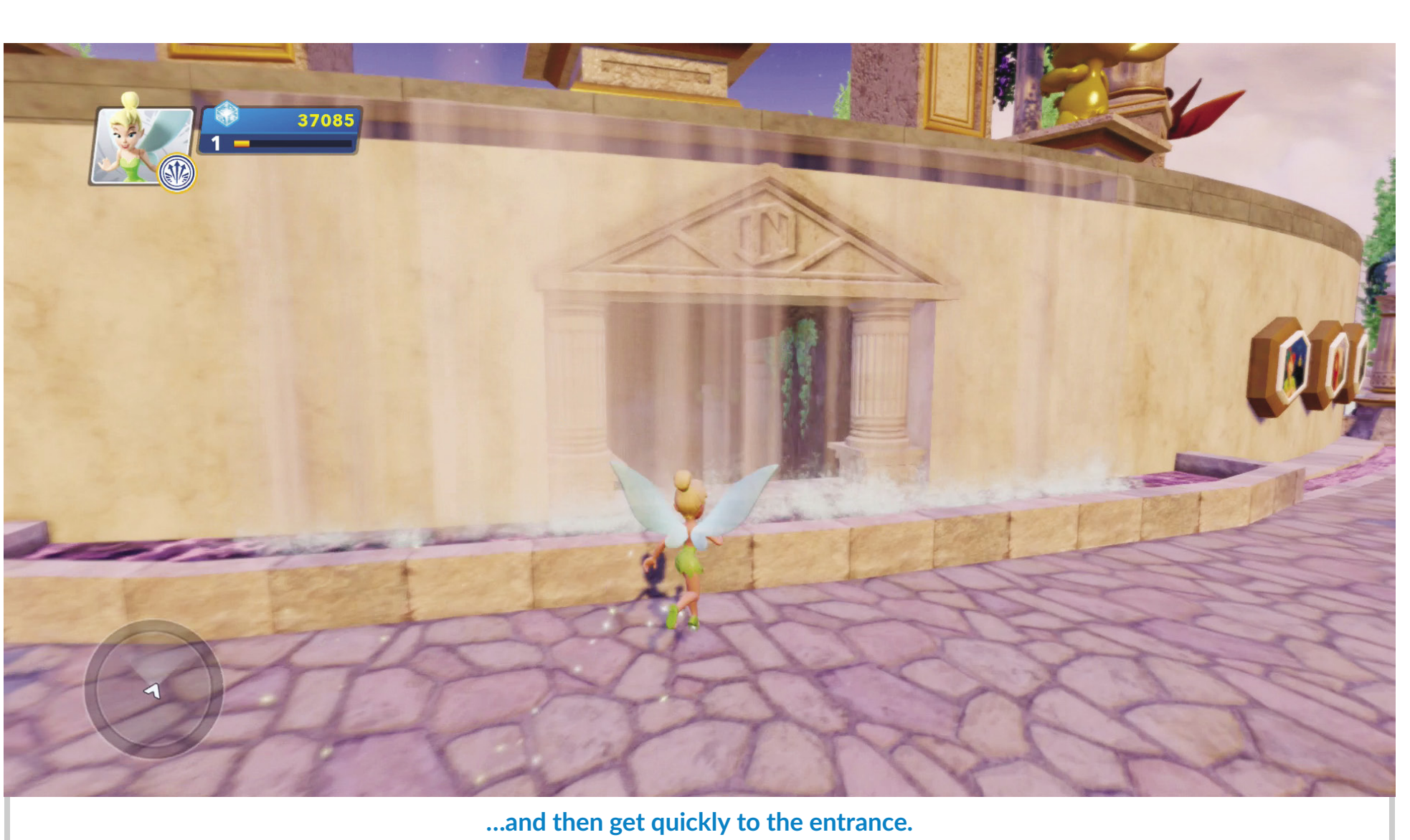


These briars can blossom if you unlock this bonus.

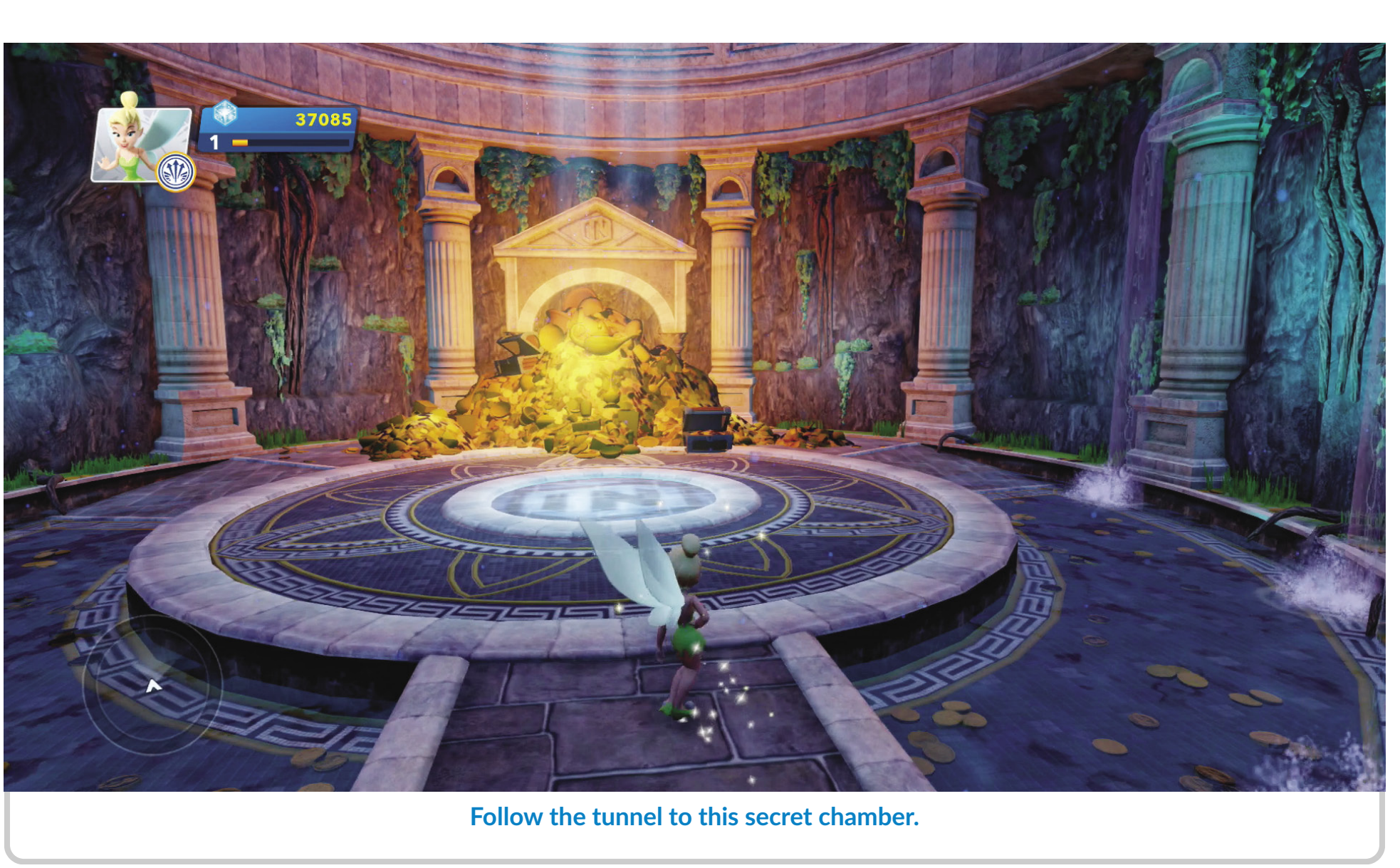
Collect all nine of the *Disney Infinity 2.0: Disney Originals* characters and get them all to level 1 in order to unlock a secret cave. It is located underneath the pantheon. In order to go inside the cave, you need to step on the stone button at the entrance to the pantheon area. Then you have 15 seconds to get to the entrance, which is located behind a waterfall along the exterior walkway—directly below the statue of Maleficent. You need a character that is fast or that can fly to get to the entrance before it closes. Once there, follow a tunnel down to a secret chamber. You can get out by exiting via the tunnel or fly up through the hole in the roof to come out in the fountain in the center of the pantheon.



Step on this button…



…and then get quickly to the entrance.

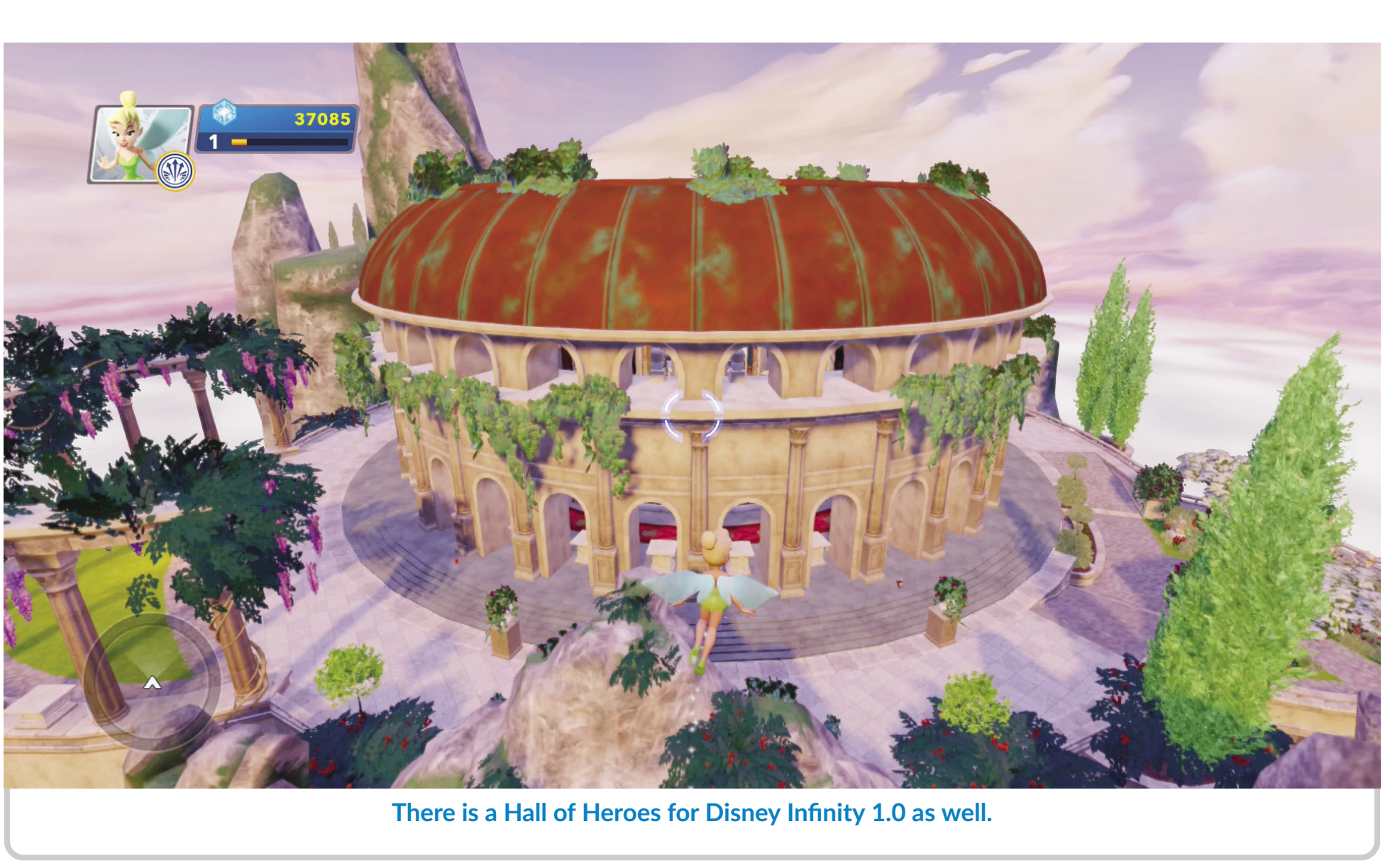


Follow the tunnel to this secret chamber.

Tip

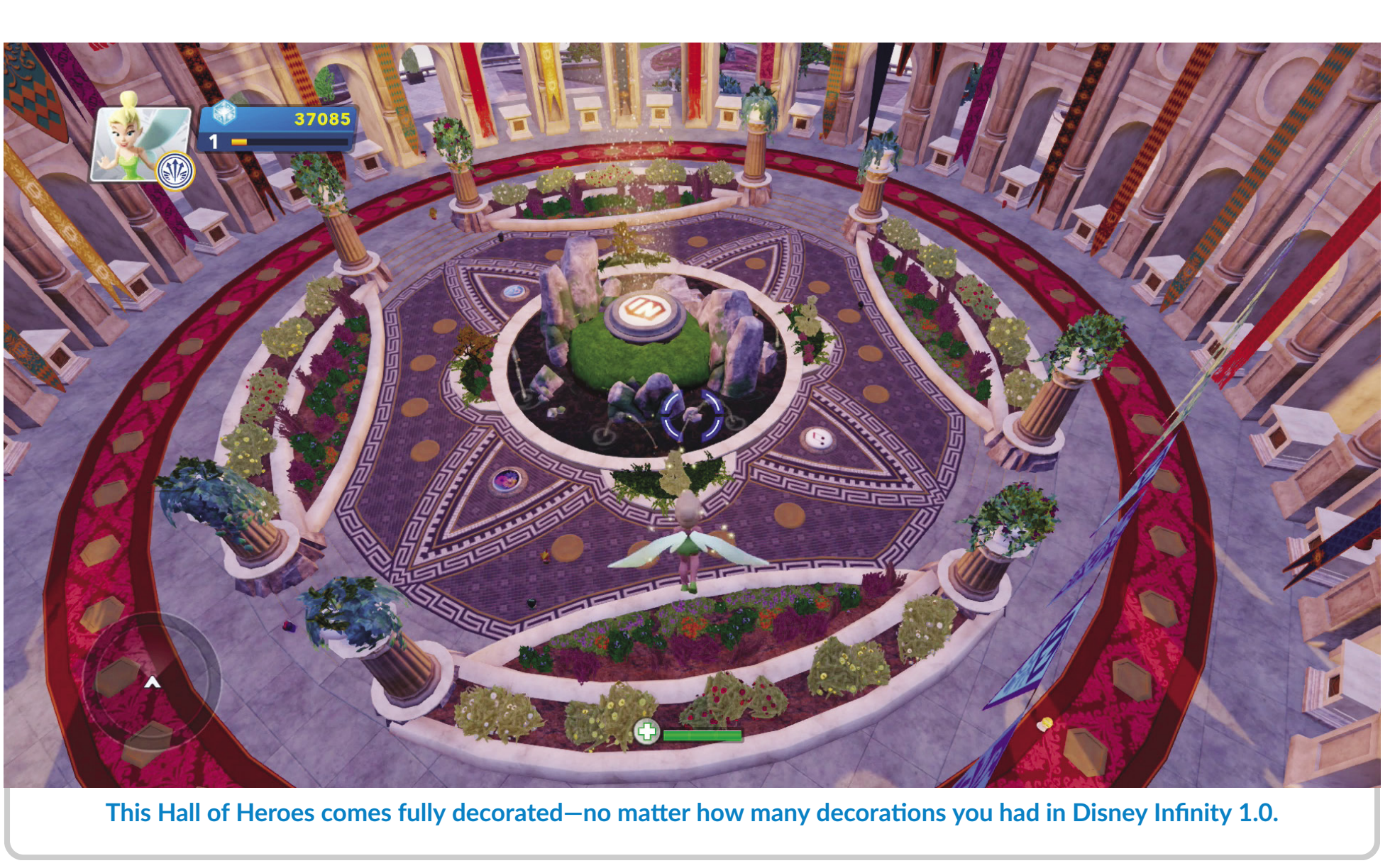
Want to earn a really cool bonus reward? Collect all thirty of the characters from *Disney Infinity 2.0* and you get a special toy that is so secret we can't even tell you what it is. Trust us—you want to get it!

DISNEY INFINITY 1.0



There is a Hall of Heroes for Disney Infinity 1.0 as well.

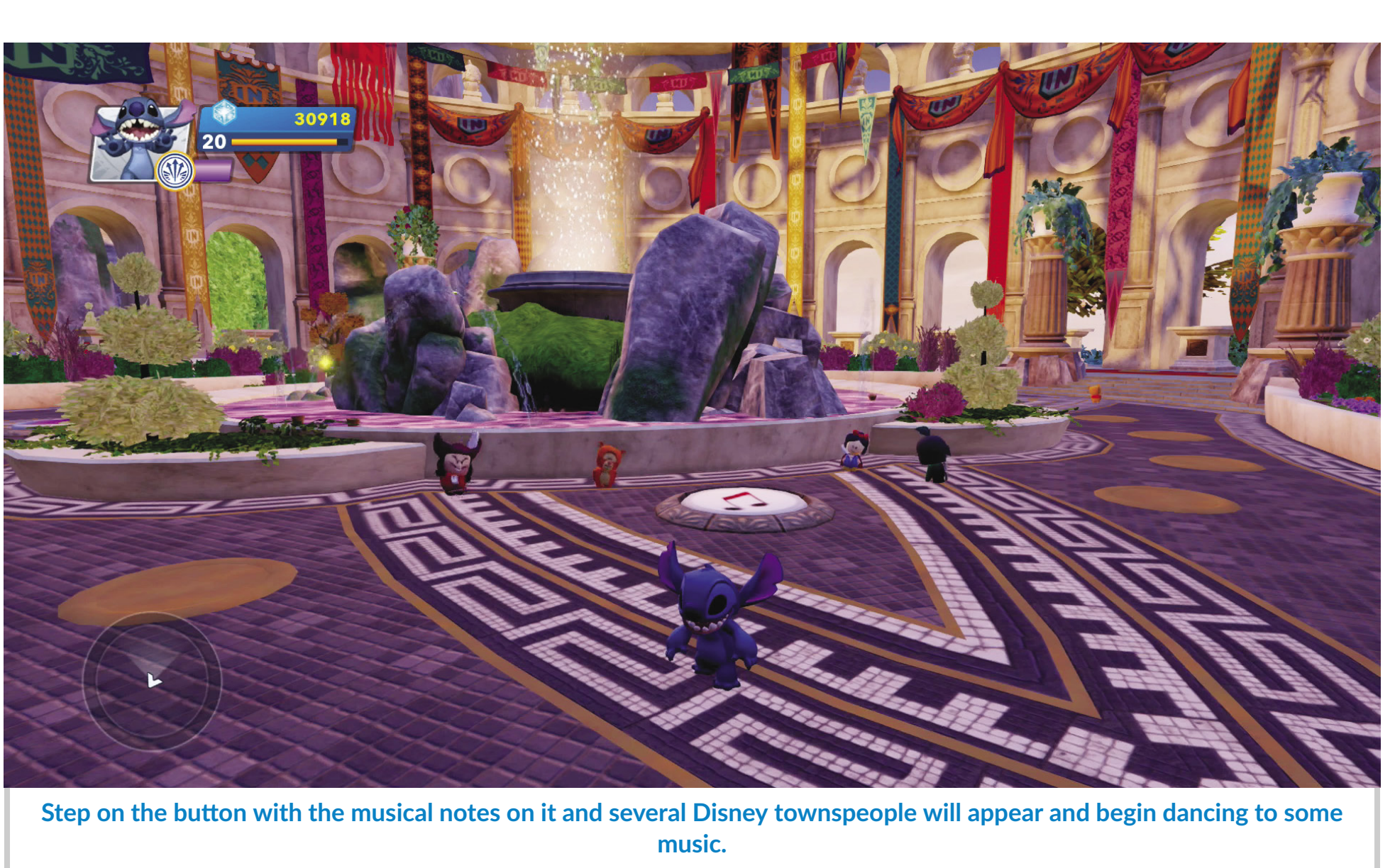
If you have *Disney Infinity 1.0*, you probably remember the Hall of Heroes in that game. All the hard work you put into building up that Hall of Heroes is not lost. In fact, that Hall of Heroes has been included here. Any characters you leveled up or Power Discs you used from *Disney Infinity 1.0* automatically appear in this other hall. Or if you get characters and Power Discs later and use them in *Disney Infinity 2.0* Toy Box Worlds, they will be added to this Hall of Heroes.



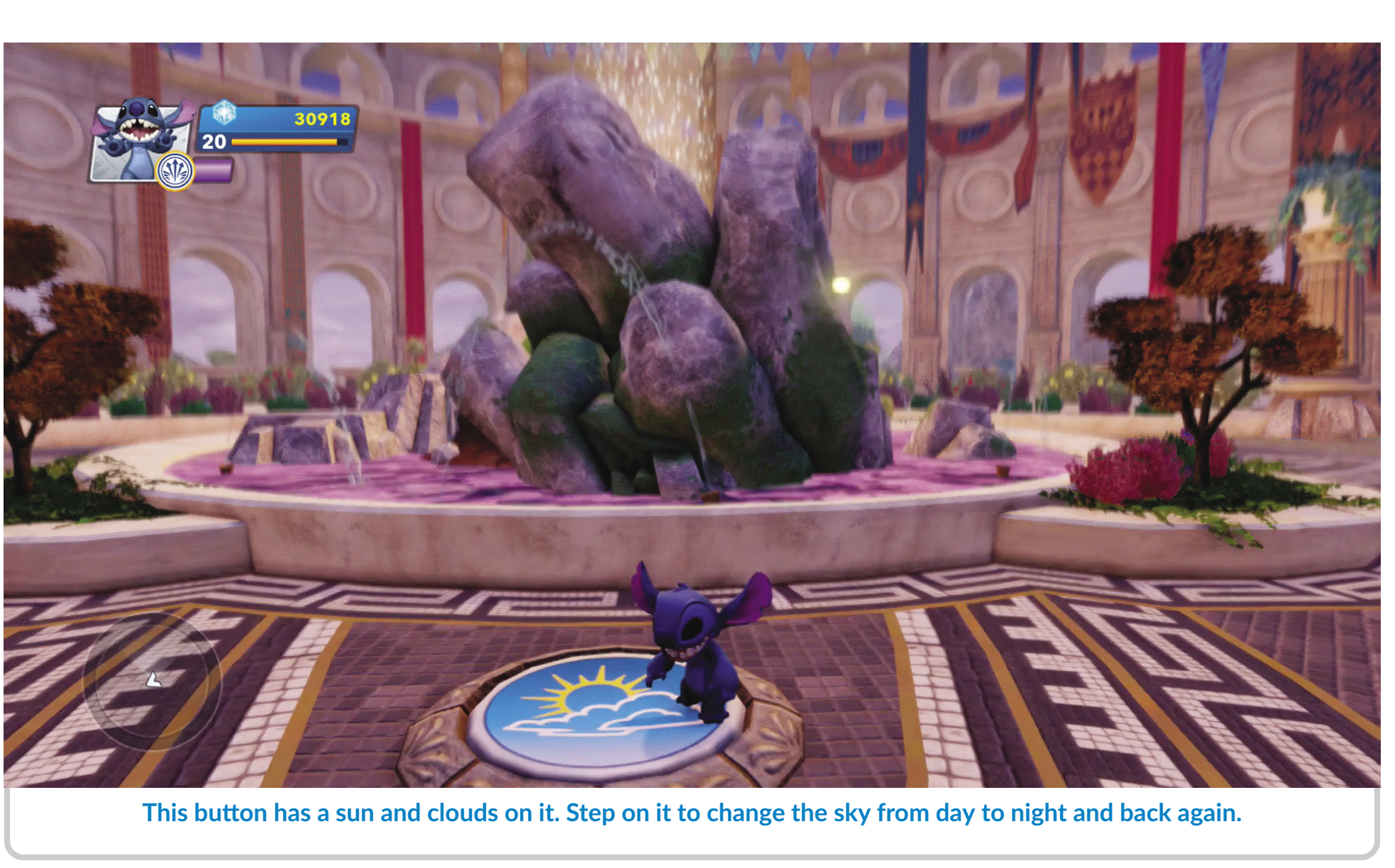
This Hall of Heroes comes fully decorated—no matter how many decorations you had in Disney Infinity 1.0.

There are twenty-nine pedestals for statues of your characters.

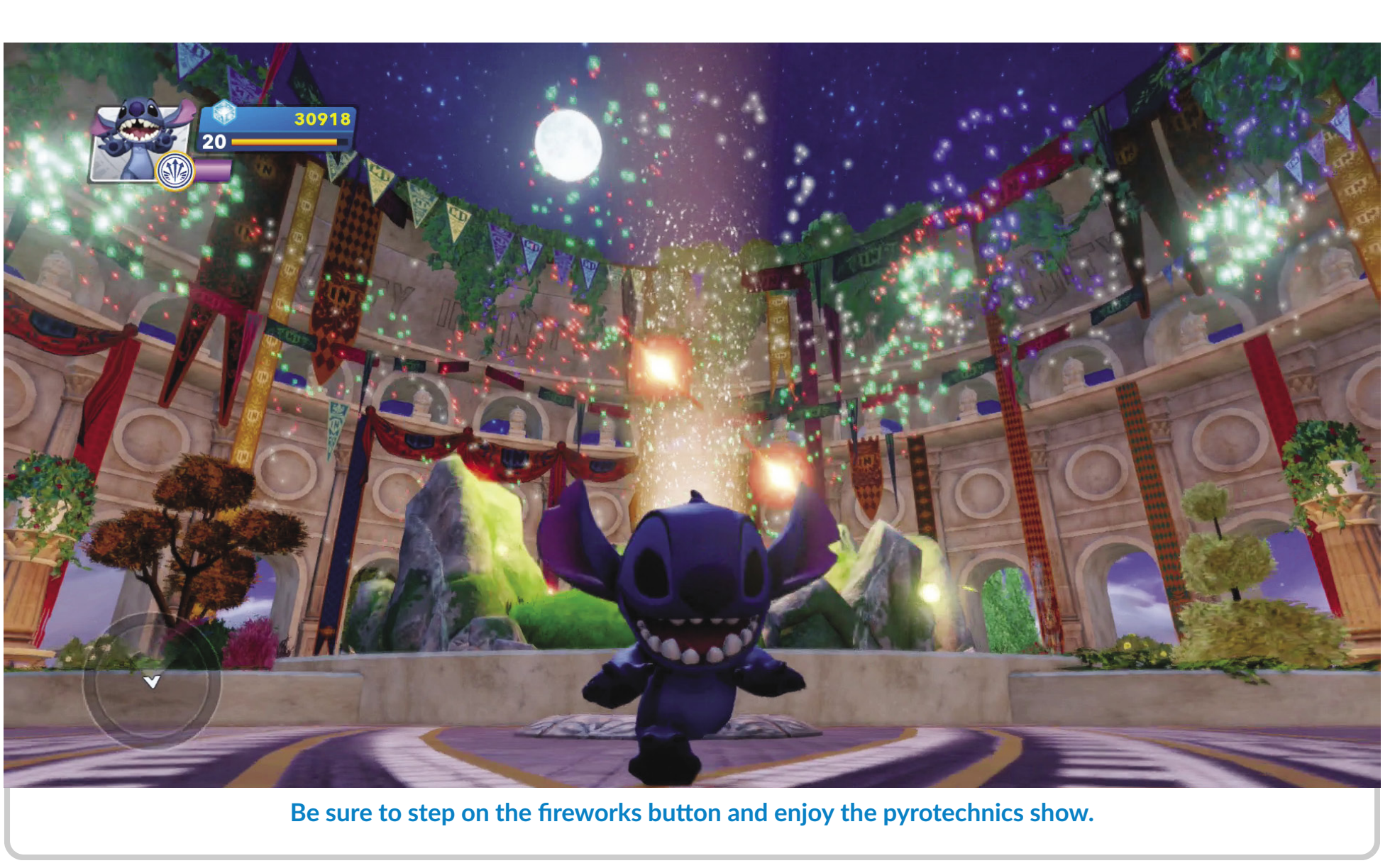
In addition to the character statues and Power Disc tiles, there are also three different buttons located around the fountain in the center of this Hall of Heroes. Step on them for different effects.



Step on the button with the musical notes on it and several Disney townspeople will appear and begin dancing to some music.



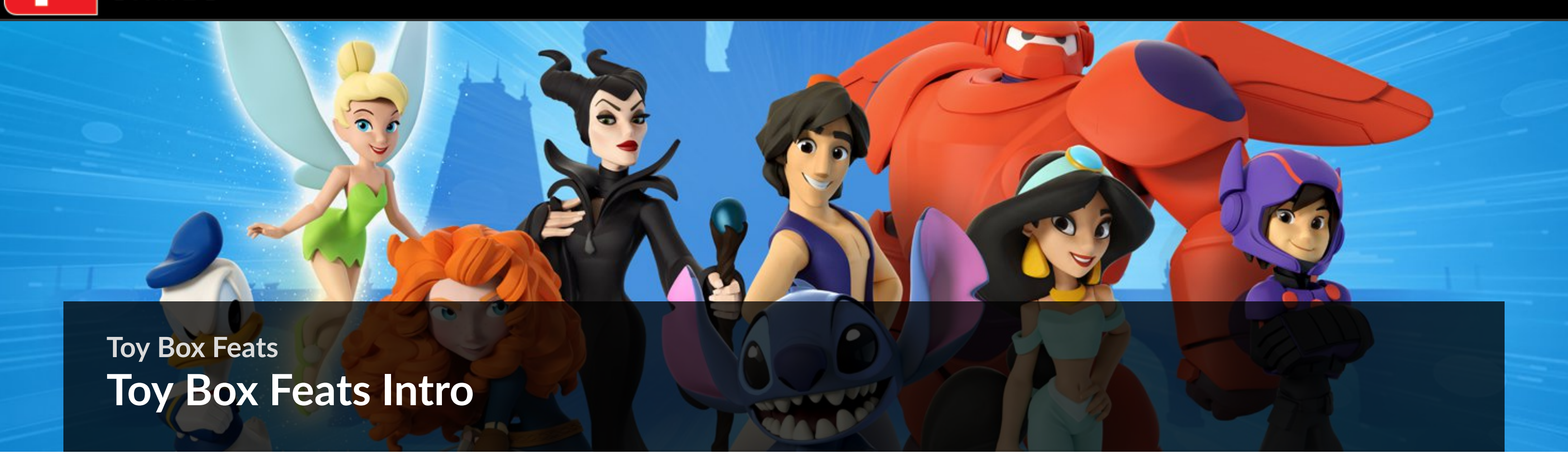
This button has a sun and clouds on it. Step on it to change the sky from day to night and back again.



Be sure to step on the fireworks button and enjoy the pyrotechnics show.

Tip

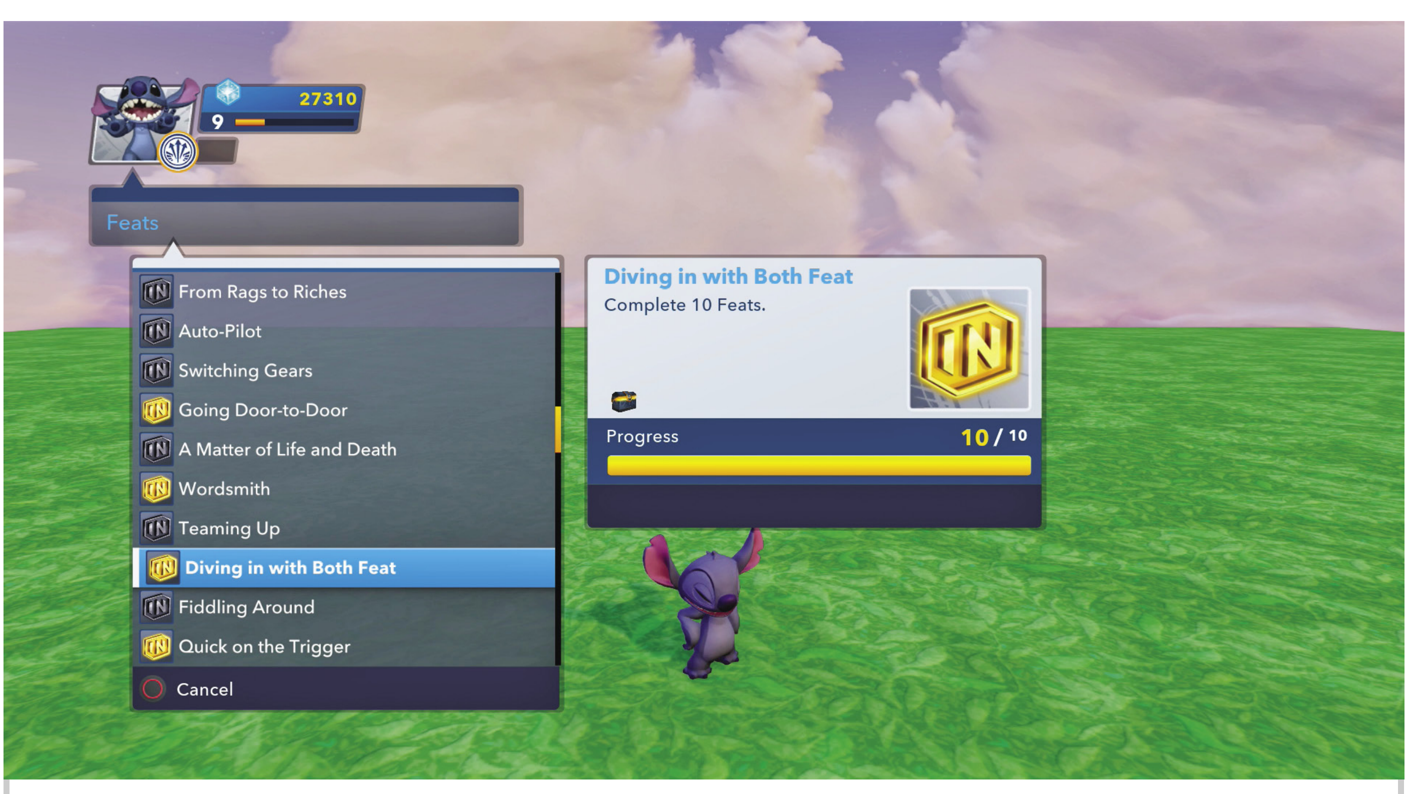
There is a special reward if you have all twenty-nine of the *Disney Infinity 1.0*characters and have got them all to at least level 1. It appears in the center of the fountain in this Hall of Heroes. This is a secret as well.



Toy Box Feats

Toy Box Feats Intro

While you are in a Toy Box, you can earn feats. These are small awards that you get for a variety of actions, ranging from building things, to driving, or even defeating enemies. There are 116 feats in all that can be earned in the Toy Box (in addition to those that can be earned in the Play Sets). Some are specific to the INteriors and others can only be earned in the Toy Box Games. While some feats are easy to earn, others will take a while. Some feats also reward you with a toy or even an achievement or trophy. The following table has all the info you need on feats.



Be sure to take a look at the feats you can complete. Some are easy to get and only require you to do a simple task. Others will take a lot of building or other actions to earn.

Toy Box Feats

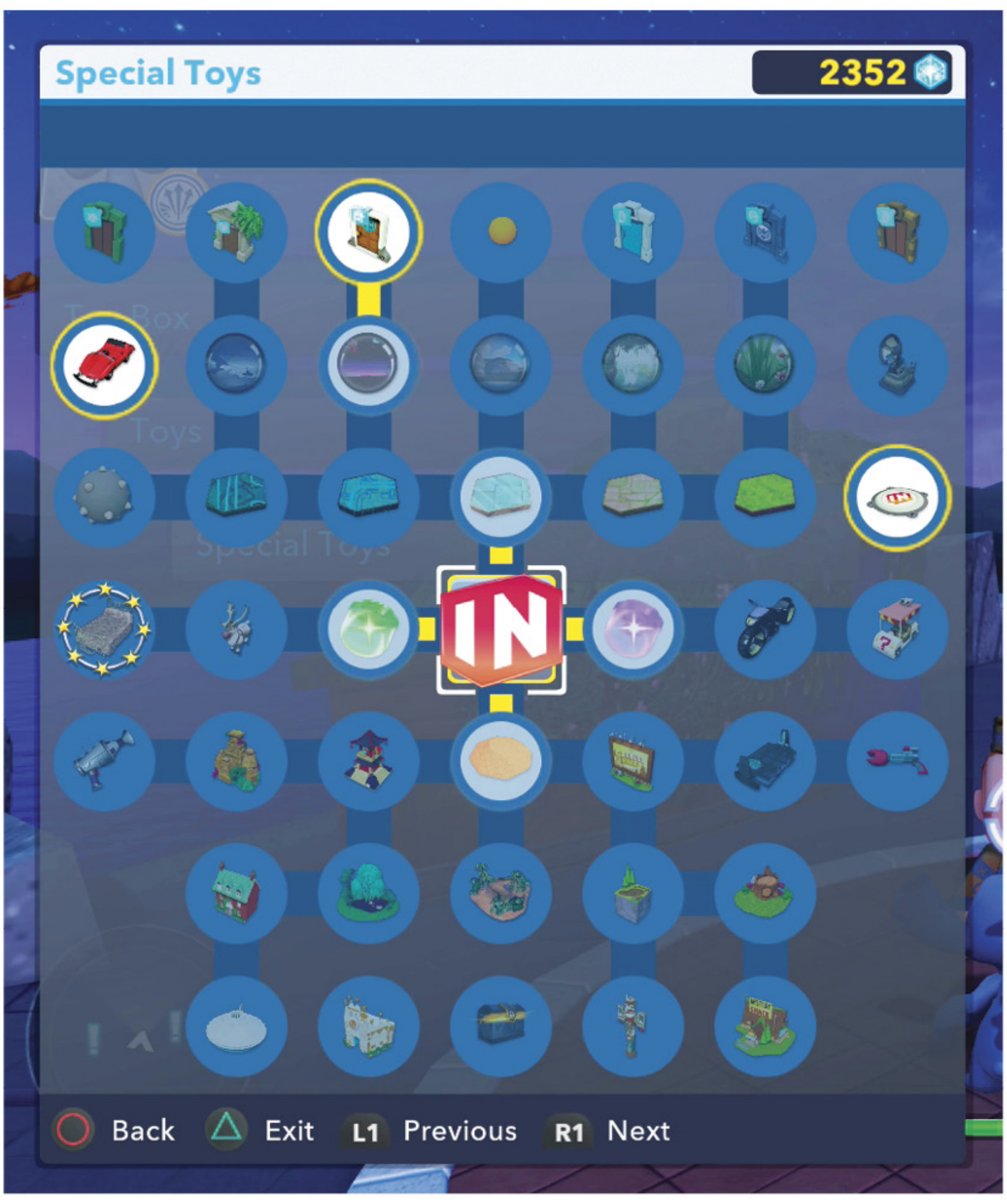
Feat	Requirement	Reward
A Deadly Blow	Hit 10 targets with Jasmine's Windstorm.	—
A Fighting Chance	Defeat 250 enemies.	—
A Friend in Need	Bring a sidekick into the Toy Box, and tell the sidekick to follow you.	—
A Matter of Life and Death	Activate a Defeat Manager three times.	—
A Night at the Symphony	Place five music objects in one INterior room.	—
Adding On	Add 10 rooms to your INterior.	—
Again and Again and Again	Use the Repeater to trigger 100 reactions from other toys.	—
All Over Creation	Have three Builders building at the same time.	—
All Trapped Up	Place 50 traps in Toy Box Games.	—
And They're Off!	Sprint on a rideable animal for 30 consecutive seconds.	—
Animal Shelter	Gather 10 animals in the same INterior room.	—
Arabian Nights	Place 50 Agrabah buildings and objects in a Toy Box while using the Jasmine's Palace View sky.	—
Arcade Ace	Place four arcade game items in a single INterior room.	—
Art Gallery	Decorate a single room with at least eight wall hangings.	—
Auto-Pilot	Spend 60 minutes in flying vehicles.	—
Avengers Assemble	Customize a room with Helicarrier-themed walls, ceiling, and floors. Have eight Avengers guests in the room.	—
Battling It Out	Defeat 50 enemies in one play session in any Toy Box Game.	—
Belle of the Ball	Place a guest in a Belle costume in a room that includes many *Beauty and the Beast* customizations and objects.	—
Bigger Trigger	Link 100 Creativi-Toys.	—
Building Friendships	Have two Builders building at the same time.	—
Building Up	Complete all the My INterior Builder missions.	Scrooge McDuck's Money Pile
Catching a Ride	As Hiro, ride on Baymax's back.	—
Collection Selection	Track 100 Collectibles with Collectible Trackers.	—
Coming Together	Place toys from five different Play Sets in a single Toy Box.	—
Control Freak	Link the Remote Controller to other toys 10 times.	—
Count On It!	Track 100 points on Counters.	—
Creating a Scene	Use a Creator 50 times.	—
Creating a Stir	Use a Creator 10 times.	—
Creating an Uproar	Use a Creator 100 times.	The Magic Lamp
Creation Complete	Acquire all sets of toys for all Creators.	Mystery Shack Jackalope Exhibit
Dancing Feat	Complete 150 feats.	150 Feat Trophy
Delayed Reaction	Use the Time Delayer to delay 10 triggered toy reactions.	—
Diving in with Both Feat	Complete 10 feats.	10 Feat Trophy
Drivin' You Crazy	Do 100 tricks in ground vehicles.	—
Fast On Your Feat	Complete 100 feats.	100 Feat Trophy
Fiddling Around	Modify a Builder's creation before it has been completed.	—
Fighting a Winning Battle	Defeat 1,000 enemies.	Gaston's Portrait
Five Can Play That Game	Using the Challenge Maker, create five different endings.	—
Flight of Fancy	Fly for a total of 10 minutes as Tinker Bell.	—
Fly the Hoop	Fly through an arch.	—
From Rags to Riches	Spawn each variety of Toy Box currency from the Money Manager.	—
Fully Armed and Operational	Defeat 50 enemies with armed, flying vehicles.	—
Get the Ball Rolling	Make 10 townspeople dance at the same time.	Dwarfs' Pipe Organ
Getting Your Feat Wet	Complete one feat.	1 Feat Trophy
Going Door-to-Door	Place a Toy Box Door that links to another Toy Box.	Monster's Inc. Door Station
Good as Gold	Change the loot in a Loot Chest three times, and then plunder the Loot Chests!	—
Hi Ho Hiro	As Baymax, fly with Hiro on your back.	—
Hulk Decorate!	Decorate a room with Hulk walls, Hulk floors, and three Hulk furniture pieces.	—
I Can See My House From Here	Place a terrain piece or object 500 meters high.	—
In Too Deep	Reach the final level of Escape from the Kyln or Brave Forest Siege.	Hero's Duty Arcade Game
Instant Replay	Use the Replayer toy.	—
It Takes Two	As Aladdin, defeat two Agrabah Guards.	—
It's About Time	Link a Timer to a Challenge Maker.	—
Just a Fling	Launch 10 enemies with a launcher.	—
Keep Your Guard Up	Finish a level without allowing your base to receive any damage.	Lock, Shock, and Barrel's Tub
Landing on Both Feat	Complete 50 feats.	50 Feat Trophy
Leap Frog	Jump a vehicle over another character.	—
Legions of Legions	Use the Enemy Wave Manager to spawn 20 enemy waves.	—
Like Gaston	Have a guest in a Gaston costume sit in Gaston's Chair in the same room as Gaston's Portrait.	—
Location, Location, Location	Link 20 different Locators to other toys.	—
Long Road Ahead	Place connecting track or street pieces that stretch at least 1,000 meters.	—
Look Behind You!	Drive 1,000 meters in reverse.	—
Look Ma, No Road!	Get over 10 minutes of air time while driving a ground vehicle.	—
Lying Low	Place a terrain piece as low as the Toy Box allows.	—
Making Connections	Connect one toy to at least eight other toys.	—
Maxed Out	Have your Builder's buildings hit the Toy Box's capacity limit.	—
Meet Your Maker	Use a Builder.	—
More of the Same	Connect a Repeater to any Generator toy.	—
Now You Shall Deal With Me	Defeat 10 targets using Maleficent's Diaval's Drive.	—
Off to a Running Spark	Collect all Sparks in Disney Treasure Hunt.	—
Oh Boy, Oh Boy, Oh Boy!	Attack five targets with Donald Duck's Donald's Rage.	—
On Camera	Assign 10 Target Cameras to different targets.	—
Original Condition, New In Box	Create and save an original Toy Box.	—
Perfect Princess	Complete all the My INterior Princess missions.	Cinderella's Slipper
Photo Finish	Ride an animal through a race gate.	—
Pirate Haven	Place 50 pirate buildings and pieces in a single Toy Box.	—
Putting Up a Fight	Defeat 100 enemies.	—
Putting Up Barriers	Place five Barrier walls on a single level.	—
Quick on the Trigger	Set off a chain of at least 10 Logic Connections.	—
Raise Your Glass	Scale the size of a Scalable Barrier Block five times.	—
Remodel Citizen	Customize 200 times with the magic wand.	—
Roommate Round-Up	Gather two guests in Woody and Buzz costumes in the same room.	—
Saddle Sore	Ride an animal for over 50 kilometers.	—
Score!	Link a Scoreboard to a Challenge Maker.	—
Shooting for Your Own Hand	As Merida, freeze 10 targets.	—
Shop-Keeping	Create a Storefront Inventory, and activate that Storefront five times.	—
Sixteenth Birthday Surprise	Have a guest in a Maleficent costume put a guest in a Sleeping Beauty costume to sleep in the same room as Maleficent's Spinning Wheel.	Aurora's Dress
Slumber Party	Make 10 townspeople sleep at the same time.	Andy's Bed
Smash Hit	Destroy 25 breakable objects as the Hulk.	—
Springing to Your Feat	Complete 25 feats.	25 Feat Trophy
Standing Tall	Appear on the top of the 1st Place Podium.	—
Starter Home	Begin building and save a Toy Box INterior.	—
Steamroller	As Stitch, roll into 10 enemies.	—
Steep Steep Steeplechase	Drop 50 meters in a single fall while riding an animal.	—
Swept Off Your Feat	Complete 200 feats.	200 Feat Trophy
Switching Gears	Change your Packs and Tools five times with Packs and Tools Managers.	—
Taking Inventory	Use the Inventory Manager to change your inventory, and activate the Manager five times.	—
Taking the Plunge	Complete the 4th level or higher of Escape from the Kyln or Brave Forest Siege without being knocked out.	—
Taking Up a Collection	Collect 10 pieces of equipment for your sidekicks.	—
Teaming Up	Link Team Activators to Enemy Generators or Enemy Wave Managers 10 times.	—
The Enchanted Tiki Room	Place two Enchanted Tiki Room objects in the same room.	—
The Sky's the Limit	Ascend to a height of 1,000 meters.	—
The Sum of All Creation	Acquire a complete set of toys for any Creator.	—
Three in One	Defeat three enemies using an Asgardian Implosion Mine or an Imploding Pineapple.	—
Throw Your Create Around	Pick up and throw a Builder.	—
Time's On Your Side	Have your Builders build for a total of 60 minutes.	—
To the Rescue	Complete all the My INterior Hero missions.	The Tesseract
Trap of All Trades	Place six different types of traps in a single play session.	—
Trigger Happy	Link 500 Creativi-Toys.	Tron Arcade Game
Trigger Twenty	Link 20 Creativi-Toys.	—
Try This Five for Size	Scale Trigger Areas five times.	—
Un-De-Feat-Able	Complete all feats.	Mega Feat Trophy
Well-Connected	Create Logic Connections between the Victory Tracker and five other toys.	—
Winds a Blowin'	Use 10 Weather Vane toys.	—
Wordsmith	Trigger text to appear 10 times from the Text Creator or Text Displayer.	—
You've Changed a Loot	Customize what the Loot Drop Manager makes enemies leave behind, and then try it out.	—

Disney Infinity Toy Box

The Collection

There are more than a thousand toys that you can collect and use in the Toy Box. Some are available right from the start. Others can be unlocked by spending blue Sparks. Finally, others are collected in the Play Sets and Toy Box Games. As new Play Sets and characters are released in the future, there will be even more toys for you to use.

The following tables include information on all the toys available at the release of *Disney Infinity: Toy Box Starter Pack 2.0 Edition*. It contains the name, the type of toy, and how it is unlocked. Plus we have included a check box so you can keep track of the toys you have in your collection and what you still need to get.



The function of a toy refers to how it interacts with characters or other toys. Here is a key for these attributes.

Air Vehicle: These vehicles can fly through the air and move off the edges of the land in Toy Box Worlds.

Blip Block: These blocks can be destroyed when they are hit by characters or projectiles.

Breakable: This toy can be destroyed by attacking it or hitting it with projectiles or vehicles.

Builder: These are special townspeople who, when you put them into a Toy Box World, will start building their specific type of structures a little bit at a time.

Collectible: These objects can be used in games you create where players have to collect specific items.

Creator: These will automatically build a large structure or track all at once.

Critter: These are animals that can't be destroyed, but you can still pick them up.

Custom: This toy can be connected with other toys for interaction.

Enemy: Watch out for these toys. They can attack you.

Ledge Hang: These objects can be placed along the side of a wall or cliffside and allow characters to climb up or hang on to them.

Mission Givers: These toys are non-player characters in the Toy Box and provide missions in the Play Sets.

Motorcycle: These are smaller ground vehicles that can be driven on land.

Mount: These animal toys can be ridden by characters.

Pack: This toy is carried on the back of a character and activated by pressing the attack button.

Physics Ball: This ball moves and bounces according to the laws of physics.

Physics Block: These blocks obey the laws of physics. They fall and some can break.

Rail Grind: Characters, even *Cars* characters, can grind on these toys. Connect them together for long periods of grinding.

Room: Expand your INterior by adding some rooms.

Sidekick: These small townspeople can follow you around and help attack your enemies.

Static: These toys just sit there. Come back later, they are still there. They can't be destroyed.

Template: These are several toys connected together to create a mini game that you can use individually or to make a larger game in your world.

Tool: This is a toy that can be carried by a character and activated by pressing the alternate attack button.

Towable: These toys can be towed by a *Cars* character.

Townspeople: These small townspeople can be picked up, thrown, and even drop kicked. They do not attack nor can they be destroyed.

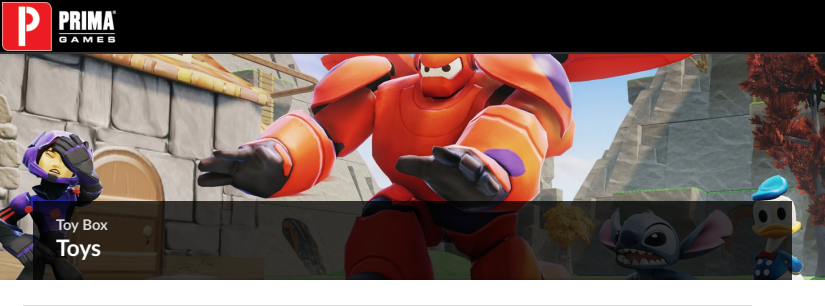
Track: Connect these toys together to create a race track.

Vehicle: These toys can be driven by characters, but stay on land—unless you drive off a cliff or jump.

Note

Customization Cluster is a type of terrain that can be changed when you use a magic wand to customize it. The default is Fantasy Terrain in the editor. However, by selecting a themed terrain toy, you can change the theme to any that you have unlocked. This terrain also changes when you place a texture set Power Disc on the Disney Infinity base.

The following tables containing all of the toys are organized in the same way that they are in the Toy Store to help you find them quickly.

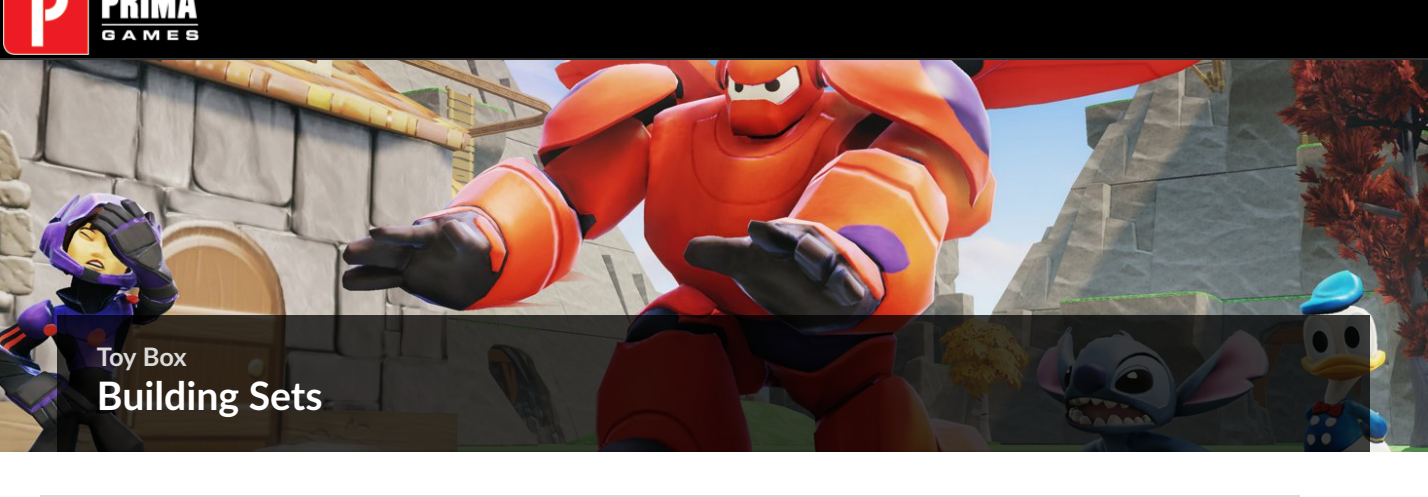


Toy Box

Toys

Toys

Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	Aladdin Costume	A toy in an Aladdin costume from Aladdin.	Character Townspeople	Townspeople	Aladdin	Character Townspeople
	Baymax Costume	A toy in a Baymax costume from Big Hero Six.	Character Townspeople	Townspeople	Baymax	Character Townspeople
	Black Widow Costume	A toy in a Black Widow costume.	Character Townspeople	Townspeople	Black Widow	Character Townspeople
	Captain America Costume	A toy in a Captain America costume.	Character Townspeople	Townspeople	Captain America	Character Townspeople
	Donald Duck Costume	A toy in a Donald Duck costume.	Character Townspeople	Townspeople	Donald Duck	Character Townspeople
	Drax Costume	A toy in a Drax costume.	Character Townspeople	Townspeople	Drax	Character Townspeople
	Falcon Costume	A toy in a Falcon costume.	Character Townspeople	Townspeople	Falcon	Character Townspeople
	Gamora Costume	A toy in a Gamora costume.	Character Townspeople	Townspeople	Gamora	Character Townspeople
	Groot Costume	A toy in a Groot costume.	Character Townspeople	Townspeople	Groot	Character Townspeople
	Hawkeye Costume	A toy in a Hawkeye costume.	Character Townspeople	Townspeople	Hawkeye	Character Townspeople
	Hiro Costume	A toy in a Hiro costume from Big Hero Six.	Character Townspeople	Townspeople	Hiro	Character Townspeople
	Hulk Costume	A toy in a Hulk costume.	Character Townspeople	Townspeople	Hulk	Character Townspeople
	Iron Fist Costume	A toy in an Iron Fist costume.	Character Townspeople	Townspeople	Iron Fist	Character Townspeople
	Iron Man Costume	A toy in an Iron Man costume.	Character Townspeople	Townspeople	Iron Man	Character Townspeople
	Maleficent Movie Costume	A toy in a Maleficent costume from Maleficent.	Character Townspeople	Townspeople	Maleficent	Character Townspeople
	Merida Costume	A toy in a Merida costume from Brave.	Character Townspeople	Townspeople	Merida	Character Townspeople
	Nick Fury Costume	A toy in a Nick Fury costume.	Character Townspeople	Townspeople	Nick Fury	Character Townspeople
	Nova Costume	A toy in a Nova costume.	Character Townspeople	Townspeople	Nova	Character Townspeople
	Princess Jasmine Costume	A toy in a Princess Jasmine costume from Aladdin.	Character Townspeople	Townspeople	Jasmine	Character Townspeople
	Rocket Raccoon Costume	A toy in a Rocket Raccoon costume.	Character Townspeople	Townspeople	Rocket Raccoon	Character Townspeople
	Spider-Man Costume	A toy in a Spider-Man costume.	Character Townspeople	Townspeople	Spider-Man	Character Townspeople
	Star-Lord Costume	A toy in a Star-Lord costume.	Character Townspeople	Townspeople	Star-Lord	Character Townspeople
	Stitch Costume	A toy in a Stitch costume from Lilo and Stitch.	Character Townspeople	Townspeople	Stitch	Character Townspeople
	Thor Costume	A toy in a Thor costume.	Character Townspeople	Townspeople	Thor	Character Townspeople
	Tinker Bell Costume	A toy in a Tinker Bell costume from Peter Pan.	Character Townspeople	Townspeople	Tinker Bell	Character Townspeople
	Venom Costume	A toy in a Venom costume.	Character Townspeople	Townspeople	Venom	Character Townspeople
	1st Place Podium	Celebrate a glorious victory with this 1st Place podium! Use the Challenge Maker to give the winning player the full hero treatment!	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	2nd Place Podium	Celebrate a glorious victory with this 2nd Place podium! Use the Challenge Maker to give the winning player the full hero treatment!	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	3rd Place Podium	Celebrate a glorious victory with this 3rd Place podium! Use the Challenge Maker to give the winning player the full hero treatment!	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	4th Place Podium	Celebrate a glorious victory with this 4th Place podium! Use the Challenge Maker to give the winning player the full hero treatment!	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Ability Terminal	Use this tool to choose which character types can participate.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Action Enforcer	You can have characters do a victory dance and other fun actions with this Action Enforcer!	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Angled Camera	Track Character movement from an overhead angle with this camera.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Ballot Box	Indecisive? Vote on it! Use the settings in the Ballot Box to tally all the players' choices.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Challenge Maker	Make up your own rules with the Challenge Maker! Scoreboards, countdowns, the start and finish, and even the title, can all be created by you.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Collectible Tracker	With the Collectible Tracker, you can keep stats on the various Collectibles you gather.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Color-Changing Block	A Toy Box block that changes color.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Confirmer	Ask the players in your game if they're sure about one of their actions with the Confirmer.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Defeat Manager	Set the rules of losing with the Defeat Manager. Use the Properties menu to define how.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Editor Manager	Choose when and how to use the Editor with the Editor Manager.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Effects Generator	Want more explosions in your game? Use this toy to create special effects! You can even control how and where it goes off.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Enemy Trail Guide	Your enemies will make their way toward the point of your choosing with the Enemy Trail Guide.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Enemy Wave Generator	Create a flood of enemies with the Enemy Wave Generator! You can even choose who they are and who they'll fight.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Friendly Wave Generator	Create a flood of friendly toys and mounts with the Friendly Wave Generator! You can even choose how many or who they are.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Inventory Manager	Control the toys other players have and can use with the Inventory Manager.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Level Starter	Reset your game with the Level Starter.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Locator	Surprise other players with enemies, allies, or even new tools by connecting toys to the Locator!	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Logic Gate	An all-logic version of the Power Switch toy.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Loot Chest	With the Loot Chest, you can make treasure chests with great toys inside for your friends.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Loot Drop Manager	Decide how much and what kind of loot your enemies leave behind with the Loot Drop Manager.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Money Manager	Manage the money that Characters gather and earn with this Money Manager.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Packs and Tools Manager	Control the Packs and Tools other players have with the Packs and Tools Manager.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Randomizer	Connect ten different toys to the Randomizer and watch them go off at random! Adjust the options in the Properties menu.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Ready Up Checker	This checkpoint won't allow the game to proceed until everyone's in place and ready.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Remote Controller	Remove your Character from the game and control objects instead with the Remote Controller.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Satellite Receiver	Connect to other Toy Box worlds with the Satellite Receiver! You can even open up secret rooms and Portal Doors in other worlds.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Storefront	Sell specific toys to your players with the Storefront. You can control prices and quantities with the help of the Inventory and Money Managers.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Target Camera	The Target Camera can be used to follow your friends through the game, or to keep watch on a certain location.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Team Scoreboard	Rather than just individual scores, keep track of teams' scores with the Team Scoreboard. You can determine when and how it tallies.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Text Creator	Create your own messages with the Text Creator! Type in your own words, save them, and see them displayed onscreen. Sign into a Disney Account to unlock this toy.	Creativi-Toys	Custom	Disney ID Reward	Creativi-Toys
	Text Displayer	Talk to your friends with the Text Displayer! Choose from over 80 different words and phrases.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Toy Box Game Maker	Use this to save your current Toy Box as a Toy Box Game. You can also set the rules of the Magic Wand, the camera controls, the Editor, and more.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Weather Vane	Create a wind with the Weather Vane! You can change the strength, direction, and other settings in the Properties menu.	Creativi-Toys	Custom	Toy Store Purchase	Creativi-Toys
	Whirlwind	This tiny whirlwind will blow you and your friends around!	Platforming Toys	Custom	Toy Store Purchase	Creativi-Toys
	Alice Costume	A toy in an Alice costume from Alice in Wonderland.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Baloo Costume	A toy in a Baloo costume from The Jungle Book.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Big Al Costume	A toy in a Big Al costume from the Magic Kingdom's Country Bear Jamboree.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Carl Fredricksen Costume	A toy in a Carl Fredricksen costume from Up.	Disney Infinity Townspeople	Townspeople	INterior Mission Reward	Disney Townspeople - Page 1
	Chernabog Costume	A toy in a Chernabog costume from Fantasia.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Cheshire Cat Costume	A toy in a Cheshire Cat costume from Alice in Wonderland.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Chip Costume	A toy in a Chip costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Cogsworth Costume	A toy in a Cogsworth costume from Beauty and the Beast.	Disney Infinity Townspeople	Townspeople	INterior Mission Reward	Disney Townspeople - Page 1
	Dale Costume	A toy in a Dale costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Darkwing Duck Costume	A toy in a Darkwing Duck costume.	Disney Infinity Townspeople	Townspeople	INterior Mission Reward	Disney Townspeople - Page 1
	Dipper Costume	A toy in a Dipper costume from Gravity Falls.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Duffy Costume	A toy in a Duffy the Disney Bear costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Dumbo Costume	A toy in a Dumbo costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Edna Mode Costume	A toy in an Edna Mode costume from The Incredibles.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Eeyore Costume	A toy in an Eeyore costume from Winnie the Pooh.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Flynt Costume	A toy in a Flynt costume from Terk's Friend.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Fozzie Bear Costume	A toy in a Fozzie Bear costume from the Muppets.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Giselle Costume	A toy in a Giselle costume from Enchanted.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Gonzo Costume	A toy in a Gonzo costume from the Muppets.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Goofy Costume	A toy in a Goofy costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Gus Costume	A toy in a Gus costume from Cinderella.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Happy Costume	A toy in a Happy costume from Snow White and the Seven Dwarfs.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Henry Costume	A toy in a Henry costume from the Magic Kingdom's Country Bear Jamboree.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Hercules Costume	A toy in a Hercules costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Jaq Costume	A toy in a Jaq costume from Cinderella.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	King Louie Costume	A toy in a King Louie Costume from The Jungle Book.	Disney Infinity Townspeople	Townspeople	"Toy Box Introduction Mission Reward"	Disney Townspeople - Page 1
	Phil Costume	A toy in a Phil costume from Hercules.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Prisoner Hitchhiking Ghost Costume	A toy in a Prisoner Hitchhiking Ghost costume from Disney Parks' Haunted Mansion.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Skeleton Hitchhiking Ghost Costume	A toy in a Skeleton Hitchhiking Ghost costume from Disney Parks' Haunted Mansion.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Traveler Hitchhiking Ghost Costume	A toy in a Traveler Hitchhiking Ghost costume from Disney Parks' Haunted Mansion.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 1
	Eve Costume	A toy in an Eve costume from WALL-E.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Gnome	A little critter from Gravity Falls.	Critters	Critter	Toy Store Purchase	Disney Townspeople - Page 2
	Ice-Cream Man Costume	A toy in an Ice-Cream Man costume from Lilo and Stitch.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Kuzco Costume	A toy in a Kuzco costume from The Emperor's New Groove.	Disney Infinity Townspeople	Townspeople	INterior Mission Reward	Disney Townspeople - Page 2
	Lewis Costume	A toy in a Lewis costume from Meet the Robinsons.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Lilo Costume	A toy in a Lilo costume from Lilo and Stitch.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Luigi Costume	A toy in a Luigi costume from Cars.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Mabel Costume	A toy in a Mabel costume from Gravity Falls.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Mickey Mouse Costume	A toy in a Mickey Mouse costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Minnie Mouse Costume	A toy in a Minnie Mouse costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Mr. Gibbs Costume	A toy in a Mr. Gibbs costume from Pirates of the Caribbean.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Mr. Toad Costume	A toy in a Mr. Toad costume from The Wind in the Willows.	Disney Infinity Townspeople	Townspeople	INterior Mission Reward	Disney Townspeople - Page 2
	Mulan Costume	A toy in a Mulan costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Mushu Costume	A toy in a Mushu costume from Mulan.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Nani Costume	A toy in a Nani costume from Lilo and Stitch.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Oaken Costume	A toy in an Oaken costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Oswald Costume	A toy in an Oswald the Lucky Rabbit costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Periwinkle Costume	A toy in a Periwinkle costume from Secret of the Wings.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Pluto Costume	A toy in a Pluto costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Pumbaa Costume	A toy in a Pumbaa costume from The Lion King.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Queen of Hearts Costume	A toy in a Queen of Hearts costume from Alice in Wonderland.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Quorra Costume	A toy in a Quorra costume from Tron: Legacy.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Shmebulock	A little critter from Gravity Falls.	Critters	Critter	Toy Store Purchase	Disney Townspeople - Page 2
	Sleeping Beauty Costume	A toy in an Aurora costume from Sleeping Beauty.	Disney Infinity Townspeople	Townspeople	INterior Mission Reward	Disney Townspeople - Page 2
	Slightly Costume	A toy in a Slightly costume from Peter Pan.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Steamboat Willie Costume	A toy in a Steamboat Willie costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Sultan Costume	A toy in a Sultan costume from Aladdin.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Timon Costume	A toy in a Timon costume from The Lion King.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Vincent Costume	A toy in a Vincent costume from The Black Hole.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	WALL-E Costume	A toy in a WALL-E costume.	Disney Infinity Townspeople	Townspeople	Toy Store Purchase	Disney Townspeople - Page 2
	Barrier Veer Left	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Barrier Veer Right	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Inside Barrier Bend	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Inside Barrier Curve	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Barrier Veer Left	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Barrier Veer Right	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Inside Barrier Bend	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Inside Barrier Curve	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Left Barrier Junction	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Left Barrier Split	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Outside Barrier Bend	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Outside Barrier Curve	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Right Barrier Junction	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Large Right Barrier Split	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Left Barrier Junction	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Left Barrier Split	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Outside Barrier Bend	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Outside Barrier Curve	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Right Barrier Junction	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Right Barrier Split	A barrier piece for race tracks.	Race Track Pieces	Static	Toy Store Purchase	Invisible Walls
	Scalable Barrier Block	Create invisible barriers with this Barrier Block. You can also scale and stretch it to the size you want.	Platforming Toys	Static	Toy Store Purchase	Invisible Walls
	Corner Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Diagonal Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Diagonal Ledge Hang Inverse	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Double Corner Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Double Inside Corner Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Double Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Flagpole Base	A climbable flagpole piece.	Platforming Toys	Static	Toy Store Purchase	Ledge Hangs & Rails
	Flagpole Middle	A climbable flagpole piece.	Platforming Toys	Static	Toy Store Purchase	Ledge Hangs & Rails
	Flagpole Top	A climbable flagpole piece.	Platforming Toys	Static	Toy Store Purchase	Ledge Hangs & Rails
	Horizontal Barrier Piece	A basic barrier piece.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Horizontal Rail Corner	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Horizontal Sliding Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Inside Corner Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Long Pipe Climb	A climbable pipe piece.	Platforming Toys	Static	Toy Store Purchase	Ledge Hangs & Rails
	Pipe Climb	A climbable pipe piece.	Platforming Toys	Static	Toy Store Purchase	Ledge Hangs & Rails
	Rail Combine Two	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Rail Spiral	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Rail Split Two	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Rail Target Point	A holographic target that can be connected to other toys. It's especially useful in rail slide layouts.	Creativi-Toys	Custom	Toy Store Purchase	Ledge Hangs & Rails
	Rail Tri-Split	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Rail Tri-Turnpike	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Rail Turnpike Two	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Rotating Double Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Rotating Rail	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Short Flagpole Middle	A climbable flagpole piece.	Platforming Toys	Static	Toy Store Purchase	Ledge Hangs & Rails
	Short Pipe Climb	A climbable pipe piece.	Platforming Toys	Static	Toy Store Purchase	Ledge Hangs & Rails
	Small Horizontal Barrier Piece	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Small Vertical Barrier Piece	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Tall Vertical Sliding Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Toy Box Rail Builder	This little toy will help you build a rail slide.	Builders and Creators	Builder	Toy Store Purchase	Ledge Hangs & Rails
	Toy Box Rail Creator	Place this Creator to quickly build a rail slide.	Builders and Creators	Creator	Toy Store Purchase	Ledge Hangs & Rails
	Vertical Barrier Piece	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Vertical Rail Corner	A Toy Box-themed rail.	Platforming Toys	Rail Grind	Toy Store Purchase	Ledge Hangs & Rails
	Vertical Sliding Ledge Hang	A barrier piece with a ledge hang.	Platforming Toys	Ledge Hang	Toy Store Purchase	Ledge Hangs & Rails
	Blue Ground !-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Ground ?-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Ground Check Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Ground Danger Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Ground Footprints	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Ground X-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Wall !-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Wall ?-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Wall Check Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Wall Danger Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Wall Footprints	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Blue Wall X-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Down Blue Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Down Yellow Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Ground Blue Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Ground Yellow Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Left Blue Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Left Yellow Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Right Blue Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Right Yellow Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Up Blue Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Up Yellow Arrow	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Ground !-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Ground ?-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Ground Check Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Ground Danger Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Ground Footprints	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Ground X-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Wall !-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Wall ?-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Wall Check Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Wall Danger Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Wall Footprints	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Yellow Wall X-Mark	Mark your game with these guiding signals.	Decorations	Static	Toy Store Purchase	Marker Toys
	Adam Warlock Costume	A toy in an Adam Warlock costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Agent Coulson Costume	A toy in an Agent Coulson costume.	Marvel Townspeople	Townspeople	INterior Mission Reward	Marvel Townspeople
	Ant-Man Costume	A toy in an Ant-Man costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Aunt May Costume	A toy in an Aunt May costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Beta Ray Bill Costume	A toy in a Beta Ray Bill costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Black Panther Costume	A toy in a Black Panther costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Captain Marvel Costume	A toy in a Captain Marvel costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Cosmo Costume	A toy in a Cosmo costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Deathlok Costume	A toy in a Deathlok costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Destroyer Armor Costume	A toy in a Destroyer Armor costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Doctor Octopus Costume	A toy in a Doctor Octopus costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Ghost Rider Costume	A toy in a Ghost Rider costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Green Goblin Costume	A toy in a Green Goblin costume.	Marvel Townspeople	Townspeople	Green Goblin	Marvel Townspeople
	Hydra Agent Costume	A toy in a Hydra Agent costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Iron Patriot Costume	A toy in an Iron Patriot costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Iron Spider Costume	A toy in an Iron Spider costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	J. Jonah Jameson Costume	A toy in a J. Jonah Jameson costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Korath Costume	A toy in a Korath costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Kraven the Hunter Costume	A toy in a Kraven the Hunter costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Lizard Costume	A toy in a Lizard costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Loki Costume	A toy in a Loki costume.	Marvel Townspeople	Townspeople	Loki	Marvel Townspeople
	Luke Cage Costume	A toy in a Luke Cage costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Nebula Costume	A toy in a Nebula costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Pepper Potts Costume	A toy in a Pepper Potts costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Potted Groot Costume	A toy in a Potted Groot costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Quasar Costume	A toy in a Quasar costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Red Skull Costume	A toy in a Red Skull costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Rhino Costume	A toy in a Rhino costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Rhomann Dey Costume	A toy in a Rhomann Dey costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Ronan Costume	A toy in a Ronan costume.	Marvel Townspeople	Townspeople	Ronan	Marvel Townspeople
	S.H.I.E.L.D. Agent Costume	A toy in a S.H.I.E.L.D. Agent costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Sandman Costume	A toy in a Sandman costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Sif Costume	A toy in a Sif costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	The Collector Costume	A toy in The Collector costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Titus Costume	A toy in a Titus costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Vision Costume	A toy in a Vision costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Wasp Costume	A toy in a Wasp costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	White Tiger Costume	A toy in a White Tiger costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Winter Soldier Costume	A toy in a Winter Soldier costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Wraith Costume	A toy in a Wraith costume.	Marvel Townspeople	Townspeople	Toy Store Purchase	Marvel Townspeople
	Banked Wide Track Curve	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Banked Wide Track Turn	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Large Short Curved Barrier	A Toy Box-themed race track barrier.	Race Track Pieces	Static	Toy Store Purchase	New Race Tracks
	Long Wide Track	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Medium Wide Track	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Narrow Short Barrier	A Toy Box-themed race track barrier.	Race Track Pieces	Static	Toy Store Purchase	New Race Tracks
	Sewer Manhole	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Short Barrier Corner	A Toy Box-themed race track barrier.	Race Track Pieces	Static	Toy Store Purchase	New Race Tracks
	Short Curved Barrier	A Toy Box-themed race track barrier.	Race Track Pieces	Static	Toy Store Purchase	New Race Tracks
	Short Track Left	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Short Track Right	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Short Wide Track	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Short Wide Track Curve	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Short Wide Track Left	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Short Wide Track Right	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Small Short Curved Barrier	A race track barrier from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase	New Race Tracks
	Steep Wide Track Ramp	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Steep Wide Track Ramp End	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Steep Wide Track Ramp Start	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Toy Box Wide Race Track Creator	Place this Creator to quickly build a wide race track.	Builders and Creators	Creator	Starting Toy	New Race Tracks
	Toy Box Wide Stunt Track Creator	Place this Creator to quickly build a wide race track with stunts.	Builders and Creators	Creator	Toy Store Purchase	New Race Tracks
	Toy Box Wide Track Creator	Place this Creator to quickly build a wide track.	Builders and Creators	Creator	Starting Toy	New Race Tracks
	Toy Box Wide Winding Track Creator	Place this Creator to quickly build a wide race track with lots of turns and hills.	Builders and Creators	Creator	Toy Store Purchase	New Race Tracks
	Track Ramp Curve Left	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Track Ramp Curve Right	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Very Short Wide Track	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track Curve	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track Half Loop	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Intersect Left	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Intersect Right	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Intersection	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Junction Left	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Junction Right	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Left	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track Loop	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Ramp Curve Left	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track Ramp Curve Right	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track Ramp End	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track Ramp Small	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Ramp Start	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track Right	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Wide Track Split	A Toy Box-themed race track piece.	Race Track Pieces	Track	Toy Store Purchase	New Race Tracks
	Wide Track Starting Line	A Toy Box-themed race track piece.	Race Track Pieces	Track	Starting Toy	New Race Tracks
	Aerial Detonator	This homing mine will seek out and destroy flying enemies.	Instant Fun	Custom	Toy Store Purchase	Special Toys
	Aladdin's Oasis	The desert oasis from Aladdin.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Autopia Car (red)	A red car from Disney Parks' Autopia attraction.	Vehicles and Mounts	Vehicle	Toy Box Mission Reward	Special Toys
	Calico Motorcycle	Dr. Calico's motorcycle from Bolt.	Vehicles and Mounts	Motorcycle	Toy Store Purchase	Special Toys
	Communications Array	A radio tower with a large communications dish.	Set Pieces	Static	INterior Mission Reward	Special Toys
	Defense Survival Mode Door	A door that will transport the character to a specific Toy Box Game's Survival Mode.	Creativi-Toys	Custom	Defense Survival Mode Reward	Special Toys
	Disney Infinity Toy Stand	This toy will occasionally award bonus toys as you complete the Toy Box Hosts' missions.	Decorations	Static	"Toy Box Introduction Mission Reward"	Special Toys
	Enchanted Bed	The enchanted flying bed from Bedknobs and Broomsticks.	Vehicles and Mounts	Helicopter	Toy Store Purchase	Special Toys
	Exploration Survival Mode Door	A door that will transport the character to a specific Toy Box Game's Survival Mode.	Creativi-Toys	Custom	Exploration Survival Mode Reward	Special Toys
	Grandmother Willow Tree	The Grandmother Willow tree from Pocahontas.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Gravity Falls Giant Footprint	A Gravity Falls building piece.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Gravity Falls Gnome Stump	A Gravity Falls building piece.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Gravity Falls Golf Cart	The golf cart Grunkle Stan drives in Gravity Falls.	Vehicles and Mounts	Vehicle	Toy Store Purchase	Special Toys
	Gravity Falls Mystery Shack	A Gravity Falls building piece.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Gravity Falls Totem Pole	A Gravity Falls building piece.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Gravity Falls Welcome Sign	A Gravity Falls building piece.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Hall of Heroes Door	A Disney Infinity-themed door that leads to the Hall of Heroes.	Creativi-Toys	Custom	Toy Store Purchase -or- Toy Box Introduction Mission Reward	Special Toys
	Health Capsule	Collect this capsule to restore your character's health.	Instant Fun	Capsule	Toy Store Purchase	Special Toys
	Hero's Duty Bridge	A Hero's Duty-themed bridge from Wreck-It Ralph.	Set Pieces	Static	Toy Store Purchase	Special Toys
	INterior Door	A door that will transport the character to the host's INterior.	Creativi-Toys	Custom	Toy Store Purchase -or- Toy Box Introduction Mission Reward	Special Toys
	King Louie's Throne	King Louie's stone throne from The Jungle Book.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Large Sand Dune	A large desert sand dune from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Special Toys
	Marvel's Hall of Super Heroes Door	A S.H.I.E.L.D.-themed door that leads to Marvel's Hall of Super Heroes.	Creativi-Toys	Custom	Toy Store Purchase -or- Toy Box Introduction Mission Reward	Special Toys
	Mine Toy	Watch your step! If you touch it, this Mine Toy will explode.	Instant Fun	Custom	Toy Store Purchase -or- Toy Box Introduction Mission Reward	Special Toys
	Mulan Fireworks Tower	The Imperial City fireworks tower from Mulan.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Small World Façade	Disney Parks' it's a small world attraction façade.	Set Pieces	Static	Special Reward	Special Toys
	Space Mountain	Disney Parks' Space Mountain attraction.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Special Move Capsule	Collect this capsule to fill your character's Special Move meter.	Instant Fun	Capsule	Toy Store Purchase	Special Toys
	Sven the Reindeer	Sven the reindeer from Frozen.	Vehicles and Mounts	Mount	Toy Store Purchase	Special Toys
	The Darling House	The London house from Peter Pan.	Set Pieces	Static	Toy Store Purchase	Special Toys
	Toy Box Door	A door that can be customized to lead to anywhere in your Toy Box.	Creativi-Toys	Custom	Toy Store Purchase -or- Toy Box Introduction Mission Reward	Special Toys
	2-Player Door Piece	You'll need a friend's help to open this 2-player door! This is a great toy for learning to work together with a friend.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Awards Podium Piece	Celebrate the winners by adding this Piece Template to your game.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Ballot Box Doors Piece	Which door, which door? Choose which door to open by popular vote!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Bouncy Bot Game	Try to see how long you can make Omnidroids fly with the Weather Vane in this single-player game!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Cauldron Gateway Piece	Destroy this cauldron and all the enemies it generates to open the connected door.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Cliffside Battle Arena Game	Battle with up to three other players in this customizable arena, and see if you can win in the allotted time!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Collector Challenge Kit	Move the Orbs in this Kit Template and have your friends race against the timer to collect as much as you can.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Color Plate Piece	Press these plates to match colors and open the connected door.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Easy Pinball Kit	Have yourself a ball with the Easy Pinball Kit Template! Customize where and what you add to the game.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Fireworks Plate Piece	Step on this trigger plate for your own mini celebration. Cake not included.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Flaming Hoops Piece	Fly through this hoop and set off fireworks!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Ledge Hang Layout A	Place this Template for an easy climb.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Ledge Hang Layout B	Place this Template for an easy climb.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Ledge Hang Layout C	Place this Template for an easy climb.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Limited Lives Piece	Use this to set and keep track of how often your characters get knocked out. If you are defeated three times, the game ends.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Mega Science Fair Piece	Trigger a volcanic eruption with this Mega Science Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Money Bin Game	Protect the Money Bin from the Beagle Boys with the Money Bin Game Template!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Mountain Ledge Terrain	Scale the mountain wall with this pre-built Terrain Template.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Mountain Path Terrain	Climb up the mountain on a pre-built pathway with this Terrain Template.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Mountain Peak Terrain	Add a snowy mountain peak to your Toy Box with this pre-built Terrain Template.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	One-Way Door Piece	Learn about gated play in puzzle and combat scenarios with the One-Way Door Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Pinball Game	Have yourself a ball with the Pinball Template! Control the flippers and get points.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Pressure Plate Piece	Press these plates at the same time to open the connected door.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Racing Gate Kit	Move the racing gates in this Kit Template and race your friends three laps to the finish!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Rail Switch Piece	With the Rail Switch Template you can send your friend sliding in a different direction with the press of a button.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Rail Switch Target Piece	Shoot the target while sliding to switch the rails and end up heading in a different direction.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Rail Terrain	Add some sliding fun with this rail Terrain Template.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Replayer Piece	Learn how to replay, record, playback, and reset with this Replayer Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Smash and Bash Arena Kit	Battle with up to three other players in this customizable arena, and see if you can win in the allotted time!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Soccer Kit	Begin with this Soccer Kit Template, then add your own touches – enemies, timers, friends – for an unforgettable sports match!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Super Launch Piece	Set off the Weather Vane and get thrown off your feet with this Piece Template!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Switchback Hill	Place this terrain piece for a crazy mountain hike.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Target Camera Piece	Use this camera to follow a character or enemy through your game.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Terrain Top Battle Arena Game	Battle with up to three other players in this customizable arena, and see if you can win in the allotted time!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Time and Score Piece	How many points can you get in a certain amount of time? Find out with the Time and Score Template! This piece makes sports especially fun.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Timed Challenge Piece	Speed up your game with the Timed Challenge Piece Template! This piece makes races especially fun.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Townsperson Collection Kit	See if you can toss the townspeople into the Collection Pen in the allotted time!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Tunnel Battle Arena Game	Battle with up to three other players in this customizable arena, and see if you can win in the allotted time!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Twisty Rail Terrain	Add some twisty, sliding fun with this rail Terrain Template.	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Ultimate Soccer Game	Have the ultimate soccer game with this Game Template!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Weather Vane Piece	Create things like a low-gravity room with this Weather Vane Piece Template!	Templates	Template	Prerequisite Unlock	Templates - Page 1
	Aerial Ring Collector Game	Fly through the Rings as fast as you can.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Angled Camera Piece	Watch characters from a set angle with this Angled Camera Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Asgard Enemy Door Piece	This door template allows players to spawn enemies into your game.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Asgard Townsperson Door Piece	Let your townspeople and sidekicks search for treasure with this Piece Template. Careful, though...it may throw enemies your way!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Bird's Eye Camera Piece	Watch characters from above with this Bird's Eye Camera Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Brave Enemy Closet Piece	This Brave-themed Piece Template will spawn enemies into your game.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Brave Sidekick Door B Piece	Let your townspeople and sidekicks search for treasure with this Piece Template. Careful, though...it may throw enemies your way!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Brave Sidekick Door Tree Piece	Let your townspeople and sidekicks search for treasure with this Piece Template. Careful, though...it may throw enemies your way!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Defeat Effects Piece	Defeat your enemies and set off a victory explosion effect at the same time!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Effects Creator Piece	Set off a burst of explosions and other special effects with this Piece Template!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	End Game Sequence Piece	Have a grand finale! End your game by sending your characters to winning platforms, fanfares, and fireworks.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Enemy Wave Battle Kit	Defeat enemies as fast as you can in this customizable Kit Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	King of the Hill Game	Destroy the other characters' blocks while keeping yourself safe from the lava.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Kyln Enemy Closet Piece	This Kyln-themed Piece Template will spawn enemies into your game.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Kyln Sidekick Door Piece	Let your townspeople and sidekicks search for treasure with this Piece Template. Careful, though...it may throw enemies your way!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Mount Race Game	Race an assortment of animals past checkpoints. Whoever completes three laps in the least amount of time wins!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Mounts Collector Game	Collect Orbs as fast as you can while riding on a mount.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Paintball Battle Game	Defeat enemies as fast as you can in this customizable Kit Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	People Mover Corner A Piece	Shoot through a tube with this People Mover Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	People Mover Corner B Piece	Shoot through a tube with this People Mover Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	People Mover Corner C Piece	Shoot through a tube with this People Mover Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	People Mover Corner D Piece	Shoot through a tube with this People Mover Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	People Mover Horizontal Piece	Shoot through a tube with this People Mover Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	People Mover Vertical Down Piece	Shoot through a tube with this People Mover Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	People Mover Vertical Up Piece	Shoot through a tube with this People Mover Piece Template. Extra help about the Logic Connections in all People Mover Templates can be found in this one.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Random Platformer Game	This game creates different types of platform games and obstacle courses for you!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Red Light/Green Light Game	Race to the end without stepping on the red blocks in this Game Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Side-Step Camera Piece	Watch characters from the side with this Side-Step Camera Piece Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Stitch Enemy Door Piece	This door template allows players to spawn enemies into your game.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Stitch Townsperson Door Piece	Let your townspeople and sidekicks search for treasure with this Piece Template. Careful, though...it may throw enemies your way!	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Stunt Park Game	Challenge your friends with this customizable stunt park full of tricks, toys, and games.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Stunt Park Kit	Challenge your friends with this customizable stunt park full of tricks, toys, and games.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Treasure Defense Kit	Protect the enemy target in this customizable Kit Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Vehicular Combat Game	Defeat enemies as fast as you can in this customizable Kit Template.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	Western Wrangle Game	Race against the clock and use your mount to corral as many townspeople as you can.	Templates	Template	Prerequisite Unlock	Templates - Page 2
	3-Way Sewer with Ladder	A section of terrain with underground pipes and a ladder.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Blue Armored Orb	An Orb that can be collected by weapon impact.	Instant Fun	Collectible	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Blue Challenge Orb	An Orb that can be collected by character contact.	Instant Fun	Collectible	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Blue Challenge Ring	A Ring that can be collected by character contact.	Instant Fun	Collectible	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Destructible Brick Wall	A breakable Toy Box block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Destructible Concrete Wall	A breakable Toy Box block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Destructible Wood Wall	A breakable Toy Box block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Gold Armored Orb	An Orb that can be collected by weapon impact.	Instant Fun	Collectible	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Gold Challenge Orb	An Orb that can be collected by character contact.	Instant Fun	Collectible	Starting Toy	Terrain, Challenge, & Destruction Toys
	Gold Challenge Ring	A Ring that can be collected by character contact.	Instant Fun	Collectible	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Green Armored Orb	An Orb that can be collected by weapon impact.	Instant Fun	Collectible	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Green Challenge Orb	An Orb that can be collected by character contact.	Instant Fun	Collectible	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Green Challenge Ring	A Ring that can be collected by character contact.	Instant Fun	Collectible	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Large Mining Block	A breakable Toy Box block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Large Terrain Corner	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Large Terrain Inverse Wedge	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Large Terrain Wedge	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Large WALL-E Garbage Block	A WALL-E breakable block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Mining Block	A breakable Toy Box block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Narrow Terrain Ramp	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Mining Block	A breakable Toy Box block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Narrow Terrain Ramp	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Terrain Corner	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Terrain Inverse Wedge	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Terrain Ramp	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Terrain Ramp Corner	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Terrain Ramp Corner Hill	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Terrain Wedge	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small WALL-E Garbage Block	A WALL-E breakable block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Small Wide Terrain Ramp	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Terrain Block	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Terrain Prism	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Terrain Ramp	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Terrain Ramp Corner	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Terrain Ramp Corner Hill	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Tiny Mining Block	A breakable Toy Box block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Tiny WALL-E Garbage Block	A WALL-E breakable block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	WALL-E Garbage Block	A WALL-E breakable block.	Instant Fun	Breakable	Toy Store Purchase	Terrain, Challenge, & Destruction Toys
	Wide Terrain Ramp	A Toy Box meadow-themed terrain piece.	Terrain	Static	Toy Store Purchase	Terrain, Challenge, & Destruction Toys

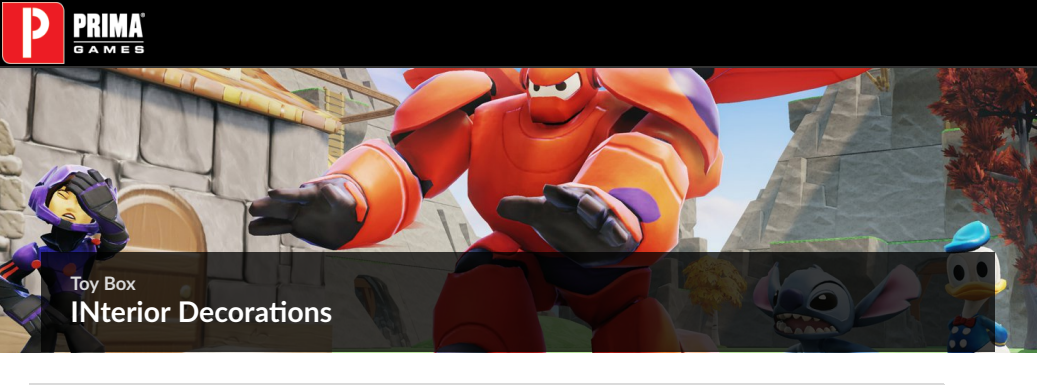


Toy Box

Building Sets

Building Sets

Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	Agrabah Archway	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Booby Trapped Platform	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Canopy Awning	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Canopy Balcony	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Citadel	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Citadel Archway	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Citadel Corner	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Corner Wall	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Dome	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Doorway Arch	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Doorway Columns	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Fence Corner	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Market Canopy	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Market Planks	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Plank Awning	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Plank Balcony	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Plank Platform	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Reverse Sloping Fence	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Rope Climb	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Sand Bank	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Scaffold	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Sloping Fence	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Spiral Staircase	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Staircase	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Stairs	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Trampoline	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Agrabah Wood Posts	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Bridge Trap	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Large Agrabah Citadel	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Large Agrabah Wall	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Long Agrabah Rope Climb	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Massive Agrabah Citadel	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Short Agrabah Fence	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Short Agrabah Rope Climb	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Custom	Toy Store Purchase	Agrabah Bazaar Building Set
	Small Agrabah Archway	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Small Agrabah Citadel	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Small Agrabah Wall	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Square Agrabah Citadel	Part of the Agrabah Building Set from Aladdin.	Disney Building Sets	Static	Toy Store Purchase	Agrabah Bazaar Building Set
	Toy Box Agrabah Builder	This little toy will help you build Agrabah.	Builders and Creators	Builder	Toy Store Purchase	Agrabah Bazaar Building Set
	Air Conditioning Unit	A decoration from the Incredibles Play Set.	Decorations	Static	Starting Toy	City Building Set - Page 1
	Awning	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Awning Roof	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Bench	A decoration from the Monsters University Play Set.	Decorations	Static	Starting Toy	City Building Set - Page 1
	Bistro Building	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Brick Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Brownstone Building	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Business Building Corner	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Business Building Lobby	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Business Building Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Cement Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	City Elevator	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Double Vertical Billboard	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Fire Hydrant	A decoration from the Incredibles Play Set.	Decorations	Breakable	Starting Toy	City Building Set - Page 1
	Glass Building Front	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Glass Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Large Brick Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Large Cement Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Large Glass Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Orange Billboard	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Quarter Office Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Quarter Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Rectangular Awning	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Retro Blue Billboard	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Retro Green Billboard	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Rounded Awning	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Sidewalk Corner Piece	A decoration from the Incredibles Play Set.	Decorations	Static	Starting Toy	City Building Set - Page 1
	Sidewalk Piece	A decoration from the Incredibles Play Set.	Decorations	Static	Starting Toy	City Building Set - Page 1
	Skyscraper	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Skyscraper Base	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Skyscraper Lobby	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Small Awning Dome	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Small Brick Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Small Cement Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Small Glass Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Small Rounded Awning	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Small Stone Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Stone Skyscraper Piece	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Striped Awning	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Striped Billboard	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Thin Skyscraper	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Toy Box City Builder	This little toy will help you build a city.	Builders and Creators	Builder	Starting Toy	City Building Set - Page 1
	Toy Box City Creator	Place this Creator to quickly build a city.	Builders and Creators	Creator	Starting Toy	City Building Set - Page 1
	Traffic Light	A decoration from the Incredibles Play Set.	Decorations	Static	Starting Toy	City Building Set - Page 1
	Trash Receptacle	A decoration from the Incredibles Play Set.	Decorations	Breakable	Starting Toy	City Building Set - Page 1
	Vacation Billboard A	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Vacation Billboard B	Part of the City Building Set.	City Building Set	Static	Starting Toy	City Building Set - Page 1
	Building Frame	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Building Wood Frame	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Flag	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Helipad	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Park Terrace	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Railing	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Railing Corner	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Railing Inner Corner	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Rooftop	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Swimming Pool	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	City Tennis Court	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Climbing Pipe	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Corner Grated Platform	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Edge City Rooftop	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Florist Building	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Gas Station	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Grated Platform	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Gusteau's Sign	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Hamburger Sign	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Ice Cream Shoppe Sign	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Inside Corner Grated Platform	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Large Climbing Pipe	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Large Flower Bed	Part of the City Building Set.	Plants	Static	Toy Store Purchase	City Building Set - Page 2
	Mounted City Flag	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Orange Maple Tree	Part of the City Building Set.	Plants	Static	Toy Store Purchase	City Building Set - Page 2
	Orange Street Barrier	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Quarter City Rooftop	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Red Maple Tree	Part of the City Building Set.	Plants	Static	Toy Store Purchase	City Building Set - Page 2
	Rooftop AC Unit	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Rooftop Pigeon Coop	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Short City Railing	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Single Story Parking Garage	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Small Climbing Pipe	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Small Flower Bed	Part of the City Building Set.	Plants	Static	Toy Store Purchase	City Building Set - Page 2
	Street Barrier	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Theater Marquee	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Theater Piece	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Two Story Parking Garage	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 2
	Yellow Aspen Tree	Part of the City Building Set.	Plants	Static	Toy Store Purchase	City Building Set - Page 2
	Art Nouveau Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Artsy Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Bubble Pink Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	City Cul-De-Sac	A Toy Box city building piece.	Decorations	Static	Toy Store Purchase	City Building Set - Page 3
	Curved Sidewalk	A Toy Box city building piece.	Decorations	Static	Toy Store Purchase	City Building Set - Page 3
	Electric Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Fin Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Green Square Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Horizontal Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Minimalist Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Pink Sunrise Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Red Electric Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Red Pillar Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Retro Mondrian Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Rounded Retro Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Sidewalk	A Toy Box city building piece.	Decorations	Static	Toy Store Purchase	City Building Set - Page 3
	Sidewalk Junction	A Toy Box city building piece.	Decorations	Static	Toy Store Purchase	City Building Set - Page 3
	Street Lamp	A Toy Box city building piece.	Decorations	Static	Toy Store Purchase	City Building Set - Page 3
	Stylin' Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Sunburst Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Tall Blue Billboard	Part of the City Building Set.	City Building Set	Static	Toy Store Purchase	City Building Set - Page 3
	Fantasyland Awning	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Awning Corner	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Balcony	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Base Corner	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Bench	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Building Window	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Canopy	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Canopy Corner	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Cottage Entry	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Cottage Portico	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Cupola	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Gable Roof	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Gablet Roof	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Hall	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Narrow Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Platform	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Pointed Roof	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Pyramid Roof	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Rock Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Roof	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Roof Corner	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Small Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Spiral Stairs	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Stairs	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Stone Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Stone Frame Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Straw Roof	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Straw Roof Corner	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Tall Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Timber Frame Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Tower Corner	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Tower Half	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Tower Top	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Turret	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Water Wheel	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Fantasyland Well	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Large Fantasyland Base	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Large Fantasyland Chimney	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Medium Fantasyland Chimney	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Round Fantasyland Tower	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Small Fantasyland Balcony	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Small Fantasyland Chimney	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Small Fantasyland Roof	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Tall Fantasyland Tower	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Toy Box Cottage Builder	This little toy will help you build a fantasy cottage.	Builders and Creators	Builder	Toy Store Purchase	Cottage Building Set
	Toy Box Cottage Creator	Place this Creator to quickly build a fantasy cottage.	Builders and Creators	Creator	Toy Store Purchase	Cottage Building Set
	Wide Fantasyland Balcony	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	Wide Fantasyland Roof	Part of the Fantasyland Building Set.	Disney Building Sets	Static	Toy Store Purchase	Cottage Building Set
	DunBroch Castle Armory	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Castle Block	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Castle Chapel	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Castle Gate	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Castle Stable	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Castle Stairs	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Castle Turret	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Castle Wall	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Corner Crenellation	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Corner Tower Piece	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Courtyard Tent	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Ladder	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Long Crenellation	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Short Crenellation	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Tower	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Tower Piece	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	DunBroch Tower Top	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	Short DunBroch Ladder	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	Tall DunBroch Ladder	A castle piece from Brave's DunBroch Kingdom.	Disney Building Sets	Static	Toy Store Purchase	DunBroch Building Set
	Toy Box Castle Builder	This little toy will help you build a castle.	Builders and Creators	Builder	Toy Store Purchase	DunBroch Building Set
	Toy Box Castle Creator	Place this Creator to quickly build a castle.	Builders and Creators	Creator	Toy Store Purchase	DunBroch Building Set
	Long Mountain Saddle Corner	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Corner Ledge	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Corner Ridge	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Corner Slope	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Corner Wedge	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Craggy Corner	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Middle	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Middle Path	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Middle Ridge	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Middle Tunnel	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Middle Wedge	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Saddle	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain Saddle Corner	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain with Cave	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Mountain with Tunnel	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Small Mountain Corner	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Small Mountain Middle	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Small Mountaintop	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Small Mountaintop Peak	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Small Mountaintop Wedge	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Snowy Mountaintop	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Volcano	A Toy Box mountain-themed terrain piece.	Terrain	Static	Toy Store Purchase	Mountain Building Set
	Black San Fransokyo Eaves	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Blue San Fransokyo Eaves	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Blue San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Brown San Fransokyo Eaves	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Brown San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Flat Blue San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Flat Brown San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Flat Red San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Long Black San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Red San Fransokyo Eaves	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Red San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Bridge	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Flying Green Turbine	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Flying Orange Turbine	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Flying Pink Turbine	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Sign A	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Sign B	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Sign C	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Sign D	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Sign E	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	San Fransokyo Tower	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Small Blue San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Small Brown San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Small Red San Fransokyo Roof	A piece of the Big Hero 6 Building Set.	City Building Set	Static	Toy Store Purchase	San Fransokyo Set
	Garage	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Garage Door	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Hot Tub	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Large Suburb Home	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Medium Suburb Home	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Narrow Suburb Roof	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Small Suburb Home	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Small Suburb Roof	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Balcony Support	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Deck	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Deck Corner	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Dormer Roof	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Fence	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Half Roof	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Lattice Roof	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Patio	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Suburb Patio Concrete	Part of the Suburb Building Set.	City Building Set	Static	Toy Store Purchase	Suburbs Building Set
	Corner Treehouse Branch	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Large Treehouse Branch	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Small Treehouse Branch	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Straight Treehouse Branch	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Tall Treehouse Roof	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Thatched Treehouse Roof	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Toy Box Treehouse Builder	This little toy will help you build a treehouse.	Builders and Creators	Builder	Starting Toy	Treehouse Building Set
	Toy Box Treehouse Creator	Place this Creator to quickly build a treehouse.	Builders and Creators	Creator	Toy Store Purchase	Treehouse Building Set
	Treehouse Balcony	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Branch	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Branch Step	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Closed Room	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Corner Platform	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Covered Platform	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Crow's Nest	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Curved Platform	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Forecastle Balcony	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Half Trunk	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Hanging Bridge	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Hidden Door	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Lamp	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Lantern	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Large Canopy	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Medium Canopy	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Open Room	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Platform	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Platform	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Quarter Trunk	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Roots	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Rope Climb	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Rope Climb Canopy	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Small Canopy	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Spiral Staircase	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Staircase	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Stump	Part of the Treehouse Building Set.	Disney Building Sets	Static	Starting Toy	Treehouse Building Set
	Treehouse Trunk	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set
	Treehouse Windows	Part of the Treehouse Building Set.	Disney Building Sets	Static	Toy Store Purchase	Treehouse Building Set

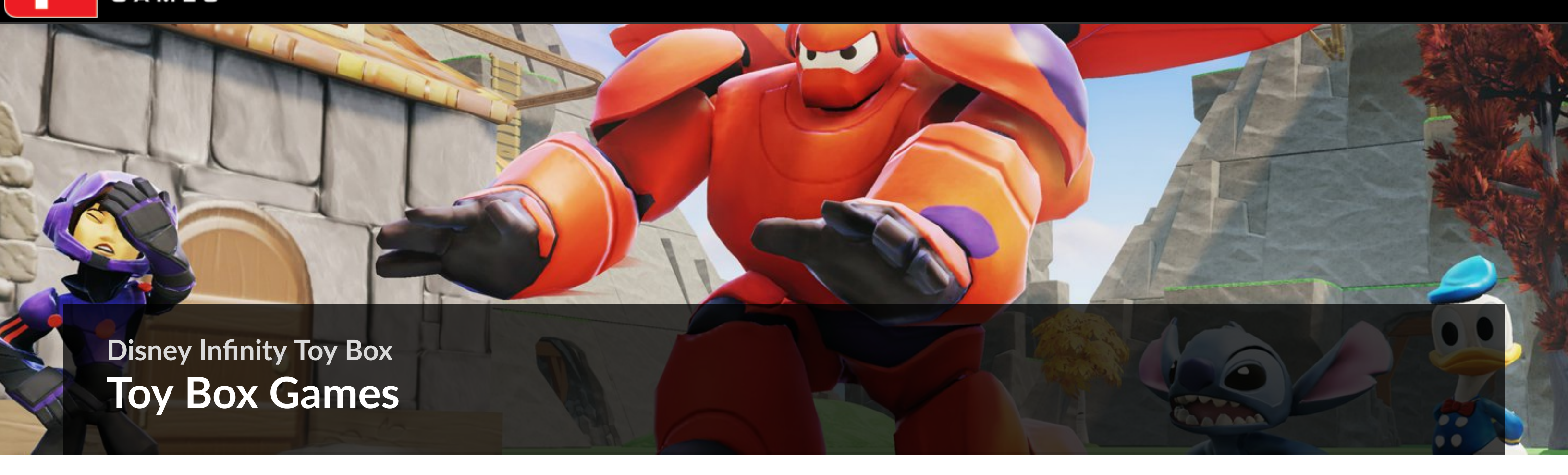


Toy Box

INterior Decorations

INterior Decorations

Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	Bathtub	A squeezy clean piece of furniture, well-suited for a bathroom.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Bed	A comfortable bed where you can catch some Z's.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Chair	A charming, wooden chair, appropriate for just sitting around.	INterior (Floor Decoration)	Static	INterior Mission Reward	Basic Decorations - Page 1
	Coat Rack	A hospitable coat rack like this one will be a fine welcome for any guest.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Corner Counter	Doll up a corner of your kitchen with this corner tiled counter.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Counter Sink	Your kitchen has everything but this!	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Cupboard	Pots, pans, cookie jars… they have all found a home within this cupboard.	INterior (Wall Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Disney Infinity Painting	A fine piece of art displaying your fine sense of culture.	INterior (Wall Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Floor Lamp	Add some style and light with this floor lamp.	INterior (Floor Decoration)	Static	INterior Mission Reward	Basic Decorations - Page 1
	Fridge	No kitchen is complete without this cool refrigerator.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Grand Piano	This musical instrument will convey your fine musical tastes.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Green Chair	Relax on this comfortable, overstuffed, green chair.	INterior (Floor Decoration)	Static	INterior Mission Reward	Basic Decorations - Page 1
	Green Couch	An overstuffed, comfortable, green sofa like this one is both relaxing and welcoming.	INterior (Floor Decoration)	Static	INterior Mission Reward	Basic Decorations - Page 1
	Guest Gatherer	A statue that attracts townspeople and guests.	INterior (Floor Decoration)	Custom	INterior Mission Reward	Basic Decorations - Page 1
	Large Corner Counter	This large, corner counter will make your kitchen feel homey.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Long Counter	Add charm to your kitchen with this long, tiled counter.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Nightstand	A bedside table like this one will complement any bedroom with style.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Oven	Every kitchen needs this cooking appliance.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Potted Fern	Foliage like this potted fern will give your home a fresh, earthy feel.	INterior (Floor Decoration)	Static	INterior Mission Reward	Basic Decorations - Page 1
	Potted Vine	A lovely, potted vine can add a touch of earthy sweetness to any room.	INterior (Floor Decoration)	Static	INterior Mission Reward	Basic Decorations - Page 1
	Red Chair	An overstuffed red chair for someone who likes both comfort and style.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Red Couch	Relax on this stylish, overstuffed, red chair.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Round Blue Rug	A round, blue rug like this one can be a lovely accent to a room.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Round Ornate Rug	A decorative rug that will add just the right touch to a fancy room.	INterior (Floor Decoration)	Static	INterior Mission Reward	Basic Decorations - Page 1
	Short Counter	A short, tiled counter like this one will add flair to your kitchen.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Shower	Keep it clean with this shower and shower curtain.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Small Dresser	A small dresser to accent a room.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Table	This small, wooden table with a vase of flowers will brighten up your home.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Tall Dresser	This tall dresser is good for stowing all the clothes you've wanted to wear.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Toilet	A restroom furniture necessity in any home.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 1
	Toon Window	A lovely window like this one will add a friendly light to any wall.	INterior (Wall Decoration)	Static	INterior Mission Reward	Basic Decorations - Page 1
	1-Door Room	A customizable area for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	2-Door Room A	A customizable area for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	2-Door Room B	A customizable area for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	3-Door Room A	A customizable area for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	3-Door Room B	A customizable area for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	4-Door Room A	A customizable area for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	4-Door Room B	A customizable area for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	All-Star Trophy	A Toy Box-themed decorative trophy.	INterior (Floor Decoration)	Static	Feat Reward	Basic Decorations - Page 2
	Basin Trophy	A Toy Box-themed decorative trophy.	INterior (Floor Decoration)	Static	Feat Reward	Basic Decorations - Page 2
	Corner Fantasyland Counter	An old-fashioned, stone, corner counter.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 2
	Corner Tomorrowland Counter	A corner, futuristic counter.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 2
	Elegant Trophy	A Toy Box-themed decorative trophy.	INterior (Floor Decoration)	Static	Feat Reward	Basic Decorations - Page 2
	Elevator Room	A customizable, 2-story area with a lift for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	First Place Trophy	A Toy Box-themed decorative trophy.	INterior (Floor Decoration)	Static	Feat Reward	Basic Decorations - Page 2
	Hallway Turn	A hall to connect your Toy Box INterior rooms.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	Large Tomorrowland Counter	A futuristic counter.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 2
	Long Fantasyland Counter	A long, old-fashioned, stone counter.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 2
	Long Hall	A hall to connect your Toy Box INterior rooms.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	Mug Trophy	A Toy Box-themed decorative trophy.	INterior (Floor Decoration)	Static	Feat Reward	Basic Decorations - Page 2
	Pipe Climb Room	A customizable area for your Toy Box INterior.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	Rug of the Future	A futuristic rug.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 2
	Short Fantasyland Counter	A short, old-fashioned, stone counter.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 2
	Short Hall	A hall to connect your Toy Box INterior rooms.	INterior (Rooms)	Room	INterior Mission Reward	Basic Decorations - Page 2
	Short Tomorrowland Counter	A short, futuristic counter.	INterior (Floor Decoration)	Static	Toy Store Purchase	Basic Decorations - Page 2
	Starred Trophy	A Toy Box-themed decorative trophy.	INterior (Floor Decoration)	Static	Feat Reward	Basic Decorations - Page 2
	Superstar Trophy	A Toy Box-themed decorative trophy.	INterior (Floor Decoration)	Static	Feat Reward	Basic Decorations - Page 2
	Vessel Trophy	A Toy Box-themed decorative trophy.	INterior (Floor Decoration)	Static	Feat Reward	Basic Decorations - Page 2
	Aladdin Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Aladdin	Character Portraits
	Baymax Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Baymax	Character Portraits
	Black Widow Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Black Widow	Character Portraits
	Captain America Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Captain America	Character Portraits
	Donald Duck Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Donald Duck	Character Portraits
	Drax Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Drax	Character Portraits
	Falcon Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Falcon	Character Portraits
	Gamora Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Gamora	Character Portraits
	Green Goblin Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Green Goblin	Character Portraits
	Groot Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Groot	Character Portraits
	Hawkeye Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Hawkeye	Character Portraits
	Hiro Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Hiro	Character Portraits
	Hulk Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Hulk	Character Portraits
	Iron Fist Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Iron Fist	Character Portraits
	Iron Man Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Iron Man	Character Portraits
	Jasmine Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Jasmine	Character Portraits
	Loki Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Loki	Character Portraits
	Maleficent Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Maleficent	Character Portraits
	Merida Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Merida	Character Portraits
	Nick Fury Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Nick Fury	Character Portraits
	Nova Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Nova	Character Portraits
	Rocket Raccoon Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Rocket Raccoon	Character Portraits
	Ronan Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Ronan	Character Portraits
	Spider-Man Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Spider-Man	Character Portraits
	Star-Lord Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Star-Lord	Character Portraits
	Stitch Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Stitch	Character Portraits
	Thor Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Thor	Character Portraits
	Tinker Bell Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Tinker Bell	Character Portraits
	Venom Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Venom	Character Portraits
	Yondu Portrait	A framed picture of your favorite character to decorate your wall.	INterior (Wall Decoration)	Static	Yondu	Character Portraits
	Dipper's Book	A rustic piece of furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Doofenshmirtz's Badly-Forged Fine Art	A piece of furniture from Phineas and Ferb.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Doofenshmirtz's Chair	A piece of furniture from Phineas and Ferb.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Doofenshmirtz's Fine Art	A piece of furniture from Phineas and Ferb.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Doofenshmirtz's Fireplace	A piece of furniture from Phineas and Ferb.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Doofenshmirtz's Telephone	A piece of furniture from Phineas and Ferb.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Doofenshmirtz's Television	A piece of furniture from Phineas and Ferb.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Ferb's Bed	A piece of furniture from Phineas and Ferb.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Gimmelshtump Gnome	A fashionable piece of décor from Phineas and Ferb.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Gravity Falls Window	A stained glass window from Gravity Falls.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Grunkle Stan's Chair	An overstuffed chair from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mabel and Waddles Portrait	A rustic wall hanging from Gravity Falls.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mabel Posters	A rustic wall hanging from Gravity Falls.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mabel's Bed	A rustic piece of furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Aquarium Exhibit	A rustic piece of furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Chess Board	A rustic piece of furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Curiosity Exhibit	A rustic piece of furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Fortune Teller Machine	A piece of nostalgic furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Fur Trout Exhibit	An unusual, mounted wall decoration from Gravity Falls.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Jackalope Exhibit	A rustic piece of furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Feat Reward	Disney Channel Decorations
	Mystery Shack Portrait	A rustic wall hanging from Gravity Falls.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Rug	A rustic rug from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack TV	A rustic piece of furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Unicorn Bear Exhibit	A mounted animal head decoration from Gravity Falls.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Vending Machine	A rustic piece of furniture from Gravity Falls.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Mystery Shack Waterfall Box	A rustic piece of furniture from Gravity Falls.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Phineas' Bed	A piece of furniture from Phineas and Ferb.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Channel Decorations
	Agrabah Palace Corner	A marble corner from the Sultan's palace.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Agrabah Palace Pillar	A marble pillar from the Sultan's palace.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Agrabah Palace Sconce	A wall panel with embellishment from the Sultan's palace.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Agrabah Palace Throne	The massive, gold elephant throne from the Sultan's palace.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Agrabah Palace Window	An Arabian, mullioned window ensconced between two marble pillars.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Belle's Bookshelf	Belle's bookshelf of her favorite books, from Beauty and the Beast.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Belle's Large Bookshelf	A large bookshelf from Beauty and the Beast.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Cave of Wonders Large Treasure	A large pile of forbidden treasure from the Cave of Wonders.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Cave of Wonders Statue	The cursed gem, held between the carved hands of the Cave of Wonders' monkey statue.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Cave of Wonders Treasure	A small pile of forbidden treasure from the Cave of Wonders.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Enchanted Rose	The enchanted rose from Beauty and the Beast.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Gaston's Chair	Gaston's antler-bedecked chair from the tavern in Beauty and the Beast.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Gaston's Portrait	Gaston's antler-bedecked, heroic portrait from Beauty and the Beast.	INterior (Wall Decoration)	Static	Feat Reward	Disney Decorations - Page 1
	Jafar's Hourglass	Give someone the time of day with this Arabian hourglass.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Jasmine's Footstool	Jasmine keeps this in her room for when she wants to put her feet up.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Jasmine's Settee	Jasmine's favorite Arabian lounge chair.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Jasmine's Vanity	Every princess needs a mirror like Jasmine's to get ready for the day.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Prince Eric Statue	Eric's fine-carved birthday present statue, from The Little Mermaid.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	The Beast's Ballroom Sconce	A candle sconce decoration from the ballroom in Beauty and the Beast.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	The Beast's Ballroom Window	A grand, mullioned ballroom window from Beauty and the Beast.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	The Beast's Castle Window	The enchanted, stained glass window from Beauty and the Beast.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	The Beast's Chair	The Beast's favorite chair from Beauty and the Beast.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	The Beast's Fireplace	The castle fireplace from Beauty and the Beast.	INterior (Wall Decoration)	Static	Feat Reward	Disney Decorations - Page 1
	The Beast's Rug	A square rug with rose embroidery from Beauty and the Beast.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	The Beast's Suit of Armor	A suit of armor from Beauty and the Beast.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	The Great Stone Dragon	The Fa Family's ancestral dragon statue from Mulan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	The Magic Lamp	Genie's lamp, set on a rock pedestal.	INterior (Floor Decoration)	Static	Feat Reward	Disney Decorations - Page 1
	The Prince's Portrait	A torn and abandoned portrait of the prince from Beauty and the Beast.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 1
	Aurora's Birthday Cake	Briar Rose's 16th birthday cake, almost baked for her by Fauna.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Chair	A small, wooden chair from the cottage in Sleeping Beauty.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Chest	A chest from the cottage in Sleeping Beauty.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Fireplace	A warm cottage fireplace from Sleeping Beauty.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Log Chair	A small, log bench from the cottage in Sleeping Beauty.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Rug	A fairy tale rug with floral designs, from the cottage in Sleeping Beauty.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Seat	A charming little chair made from a tree stump, from the cottage in Sleeping Beauty.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Shelf	A wooden shelf with pot and plate, from the cottage in Sleeping Beauty.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Small Window	A carved, wooden window from the cottage in Sleeping Beauty.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Aurora's Cottage Window	The cottage window ensconced in tree branches, from Sleeping Beauty.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Cinderella Castle Carpet	An ornate, round rug with floral designs, from the castle in Cinderella.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Cinderella Castle Drapes	A wall-hanging drapery from Cinderella, excellent for dressing up a wall or hanging between rooms.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Cinderella Castle Fern	A smaller shrubbery accent from the castle gardens in Cinderella.	INterior (Floor Decoration)	Static	Feat Reward	Disney Decorations - Page 2
	Cinderella Castle Pillar	A draped, marble pillar from the castle in Cinderella.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Cinderella Castle Shrub	A beautiful perennial accent from the castle gardens in Cinderella.	INterior (Floor Decoration)	Static	Feat Reward	Disney Decorations - Page 2
	Cinderella Castle Window	A tall, mullioned window from Cinderella Castle, ensconced in marble pillars.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Cinderella's Pink Dress	Cinderella's mouse-made dress on display.	INterior (Floor Decoration)	Static	Feat Reward	Disney Decorations - Page 2
	Cinderella's Slipper	The glass slipper from Cinderella.	INterior (Floor Decoration)	Static	Feat Reward	Disney Decorations - Page 2
	Maleficent Couch	A dragon sofa and rug inspired by Sleeping Beauty, complementing any evil lair.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Maleficent's Spinning Wheel	The cursed spinning wheel from Sleeping Beauty.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Maleficent's Stone Raven	The stone raven, Diablo, from Maleficent's castle in the Forbidden Mountains.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Maleficent's Throne	Maleficent's raven-shaped throne, from her castle in the Forbidden Mountains.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Sleeping Beauty Corner Tree	A corner tree trunk from Sleeping Beauty.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Sleeping Beauty Tree	A tree trunk that will add a quaint forest feel to any room, from Sleeping Beauty.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Sleeping Beauty's Bed	Princess Aurora's Castle Bed.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 2
	Darling Nursery Chair	A comfortable place to sit in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Dresser	A globe and dresser in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Nightstand	The little nightstand in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Pictures 1	An arrangement of pictures in the nursery from Peter Pan.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Pictures 2	An arrangement of pictures in the nursery from Peter Pan.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Pictures 3	An arrangement of pictures in the nursery from Peter Pan.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Rug	A round blue rug in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Toy Chest	The toy chest in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Toy Pile	A pile of toys in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Wall Lamp	A wall lighting fixture in the nursery from Peter Pan.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Darling Nursery Window	The window and window seat in the nursery from Peter Pan.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarf's Bed	A quilted bed from the cottage in Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarfs' Chair	A charming, carved chair from the cottage in Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarfs' Cottage Rug	A simple oval rug from the cottage in Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarfs' Cottage Window	A pleasant little window with carved jambs, from the cottage in Snow White and the Seven Dwarfs.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarfs' Kitchen Table	A quaint table with settings, from the cottage in Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarfs' Large Cottage Window	A large, carved window from the cottage in Snow White and the Seven Dwarfs.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarfs' Large Treasure	A larger piles of gems from the mines in Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarfs' Mine Cart	A mining cart with gems, from the dwarfs' mine in Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Dwarfs' Pipe Organ	Make beautiful music with this carved musical instrument from the cottage in Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Feat Reward	Disney Decorations - Page 3
	Dwarfs' Treasure	Dig for these gems from the mines in Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Evil Queen's Cauldron	Trouble is brewing with the Evil Queen's dungeon cauldron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Evil Queen's Pedestal	A pedestal featuring a basket of apples from Snow White and the Seven Dwarfs.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Hunter's Heart Box	The Evil Queen's dungeon shelf, showcasing her evil spell books, potions, and the hunter's heart box.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	John Darling's Bed	John's ship-bedecked bed in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Magic Golden Flower	The magical, rejuvenating flower from Tangled.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Michael Darling's Bed	Michael's bed in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Neverland Map	Captain Hook's map from Peter Pan.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Rapunzel's Bed	Rapunzel's draped, four-poster bed, from her loft tower room.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Rapunzel's Flower Pots	Rapunzel's arrangement of potted foliage.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Rapunzel's Mirror	Rapunzel's mirror and stand from her tower room.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Rapunzel's Royal Banners	A string of pennants featuring the kingdom's symbol.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Rapunzel's Rug	Rapunzel's round rug featuring the kingdom's sun symbol.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Rapunzel's Tower Hearth	The painted fireplace from the tower in Tangled.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Rapunzel's Tower Window	The mullioned window from the tower in Tangled.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Rapunzel's Wardrobe	This lovely wardrobe from the tower in Tangled is good for storing paints or stowing miscreants.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Wendy Darling's Bed	Wendy's four-poster bed in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Wendy Darling's Nursery Rug	A round feminine rug in the nursery from Peter Pan.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 3
	Christmas Town Tree	The bedraggled Christmas tree from The Nightmare Before Christmas.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Chair	An electronic-style chair inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Corner Counter	An electronic-style corner counter inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Couch	An electronic-style sofa inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Counter	An electronic-style counter inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Decorative Map	An electronic-style piece of fine art inspired by Tron.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Floor Cover	An electronic-style rug inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Floor Lamp	An electronic-style floor lamp inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Fridge	An electronic-style refrigerator inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Identity Disc	An electronic-style wall hanging inspired by Tron.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Table	An electronic-style table inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid TV	An electronic-style television inspired by Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Game Grid Window	An electronic-style window inspired by Tron.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Halloween Town Gargoyle Wreath	A festively decorated, stone gargoyle from The Nightmare Before Christmas.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Halloween Town Man-Eating Wreath	A hungry wreath from The Nightmare Before Christmas.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Halloween Town Snowflake	A spider snowflake from The Nightmare Before Christmas.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Jack Skellington's Bed	Jack Skellington's bed from The Nightmare Before Christmas.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Jack Skellington's Candelabra	A set of candlesticks from The Nightmare Before Christmas.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Jack Skellington's Chalkboard	A festooned chalkboard from The Nightmare Before Christmas.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Jack Skellington's Rug	A patchwork rug from The Nightmare Before Christmas.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Jack Skellington's Window	A dark, shrouded window from The Nightmare Before Christmas.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Jack's Sandy Claws Portrait	Jack Skellington's Sandy Claws portrait from The Nightmare Before Christmas.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Lock, Shock, and Barrel's Tub	A clawed-foot bathtub from The Nightmare Before Christmas.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Sandy Claws Fireplace	A black brick fireplace from The Nightmare Before Christmas.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Snake Christmas Tree	A festive decoration from The Nightmare Before Christmas.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Tron Arcade Game	The arcade game cabinet from Tron.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 4
	Adventureland Tiki Masks	A piece of furniture inspired by Disney Parks' Enchanted Tiki Room.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Dr. Facilier's Voodoo Table	An assortment of Voodoo charms and curse tokens belonging to Dr. Facilier, from The Princess and the Frog.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Fix-It Felix Jr. Arcade Game	The standing arcade cabinet of Fix-It Felix, from Wreck-It Ralph.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Hawaiian Surfboards	A tropical decoration from Lilo and Stitch.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Hercules Star Chart	A framed picture of Hercules, written in the stars.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Hero's Duty Arcade Game	The arcade game cabinet of Hero's Duty, from Wreck-It Ralph.	INterior (Floor Decoration)	Static	Feat Reward	Disney Decorations - Page 5
	Honeypots	A delicious pot full of honey for Winnie the Pooh.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	King Louie's Throne	A jungle-themed royal seat.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Lilo's Hammock	A tropical place to rest from Lilo and Stitch.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Lilo's Wagon	A wagon full of toys and Elvis records from Lilo and Stitch.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Mama Odie's Gumbo Cauldron	Mama Odie's cauldron full of steamin' hot gumbo, from The Princess and the Frog.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Mickey Mouse Club Sign	A vintage wall hanging for the true Disney aficionado.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Pooh-Coo Clock	Winnie the Pooh's cuckoo clock.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Scrooge McDuck's Money Pile	Scrooge McDuck's pile of hard-earned gold coins.	INterior (Floor Decoration)	Static	Feat Reward	Disney Decorations - Page 5
	Small World Arched Window	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Bed	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Chair	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Clock	The happy clock face from Disney Parks' it's a small world Attraction.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Fireplace	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Mask	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Nightstand	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Plant	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Rug	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Sofa	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Table	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Small World Window	A piece of furniture inspired by Disney Parks' it's a small world Attraction.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Stitch's Sand Castle	A sandy piece of décor from Lilo and Stitch.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Sugar Rush Arcade Game	The racing arcade cabinet of Sugar Rush, from Wreck-It Ralph.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	The Devil's Eye	The bayou pirate's treasure hidden in a skull, from The Rescuers.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	The Golden Harp	Happy Valley's singing harp from Mickey and the Beanstalk.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Tiki Head Table	A small Tiki table from Lilo and Stitch.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Tiki Room Birds	A piece of furniture inspired by Disney Parks' Enchanted Tiki Room.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Tiki Torches	A tropical-style lamp from Lilo and Stitch.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Toad Hall Portrait	A painting of Mr. Toad from The Wind in the Willows.	INterior (Wall Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Tony's Restaurant Dinner Table	A table set with Tony's specialty: spaghetti and meatballs, from Lady and the Tramp.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Tropical Table	A tropical table from Lilo and Stitch.	INterior (Floor Decoration)	Static	Toy Store Purchase	Disney Decorations - Page 5
	Avengers Logo	An Avengers-themed furniture piece.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Avengers Tower Monitor	A tech furniture piece from Avengers Tower.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Avengers Tower Pillar	An Avengers-themed furniture piece.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Captain America Couch	A piece of furniture from Captain America.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Captain America Poster	A Captain America-themed poster.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Captain America Rug	A Captain America-themed rug.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Captain America Table	A piece of furniture from Captain America.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Captain America Wall Shield	A Captain America-themed wall hanging.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Captain America Window	A Captain America-themed window.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Captain America's Shield	A piece of furniture from Captain America.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Command Chair	An Avengers-themed furniture piece.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Command Console	An Avengers-themed furniture piece.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Command Desk	An Avengers-themed furniture piece.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Computer Console	An Avengers-themed furniture piece.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Earth Hologram	The Avengers' aircraft industrial-style piece of furniture.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 1
	Hail Hydra!	A Hydra flag from Captain America.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Helicarrier Computer	The Avengers' aircraft industrial-style computer.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Helicarrier Consoles	The Avengers' aircraft industrial-style piece of furniture.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 1
	Helicarrier Pillar	The Avengers' aircraft industrial-style piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Helicarrier Table	The Avengers' aircraft industrial-style table.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Helicarrier Window	The Avengers' aircraft industrial-style window.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	JARVIS Console	An Avengers-themed furniture piece.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Loki's Staff	The Avengers' aircraft Chitauri Scepter furniture piece.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 1
	Power Center	An Avengers-themed furniture piece.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	S.H.I.E.L.D. Logo	The Avengers' aircraft industrial-style wall hanging.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	S.H.I.E.L.D. Wall Panel	A decorative Avengers-themed wall hanging.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Shawarma	A table of delicious food from The Avengers.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 1
	Steve Rogers' Army Cot	A piece of furniture from Captain America.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Steve Rogers' Punching Bag	A piece of furniture from Captain America.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Super Soldier Serum	A piece of furniture from Captain America.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 1
	Arc Reactor Decorations	A piece of furniture from Iron Man.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Captain America Shield Clock	A piece of furniture from Iron Man.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Crushed Construction Cones	A pile of Hulk-smashed traffic equipment to add to your décor.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Dark Aster Rug	A Guardians of the Galaxy-themed piece of décor.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Giant Bunny	A piece of furniture from Iron Man.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Hulk Bed	A Hulk-inspired piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Hulk Coffee Table	A Hulk-inspired piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Hulk Couch	A Hulk-inspired sofa.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Hulk Damage	A Hulk-inspired wall and floor decoration.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Hulk Lamp	A Hulk-inspired piece of light fixture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Hulk Rug	A Hulk-inspired piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Hulk Stop Sign	A Hulk-inspired piece of furniture.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Hulk Window	A Hulk-inspired window.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Iron Man Armored Sofa	A piece of furniture from Iron Man.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Iron Man Rug	A piece of furniture from Iron Man.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Iron Man Suit: Mark 1	A wardrobe featuring one of Iron Man's suits.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Iron Man Suit: Mark 7	A wardrobe featuring one of Iron Man's suits.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Iron Man Window	A piece of furniture from Iron Man.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Knowhere Shrub	A Guardians of the Galaxy-themed piece of furniture.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 2
	Peter Quill's Audio Player	A Guardians of the Galaxy-themed piece of nostalgic décor.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 2
	Star-Lord Air Vents	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Bioscanner	A Guardians of the Galaxy-themed piece of décor.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Blue Sign	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Brazier	A Guardians of the Galaxy-themed piece of décor.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Cyan Sign	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Fan	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Fine Art	A Guardians of the Galaxy-themed piece of décor.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Light	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Light Pillar	A Guardians of the Galaxy-themed piece of décor.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Purple Sign	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Security Camera	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Wall Canister	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Star-Lord Wall Piece	A Guardians of the Galaxy-themed piece of décor.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 2
	Daily Bugle Billboard	A Spider-Man-themed piece of furniture.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	J. Jonah Jameson Ranting TV	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 3
	Laboratory Canister	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Chair	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Command Center A	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Command Center B	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Cryo Tube	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Curved Command Center	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Security Center A	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Security Center B	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Security Center C	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Laboratory Stool	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Large Laboratory Canister	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Large Oscorp Desk	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Medium Oscorp Desk	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Newspaper Coffee Table	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Oscorp Work Area	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Radioactive Spider Nightstand	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 3
	Small Laboratory Canisters	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Small Oscorp Desk	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Spider-Man Bean Bag	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Spider-Man Bed	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Spider-Man No More	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Spider-Man Rug	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Spider-Man Window	A Spider-Man-themed piece of furniture.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Spidey's Front Page News	A Spider-Man-themed piece of furniture.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	The Spider's Web	A Spider-Man-themed piece of furniture.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 3
	Venom Chair	A Spider-Man-themed piece of furniture.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 3
	Ant-Man's Helmet	Ant-Man's protective head covering.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Asgard Torch Lamp	An Asgardian piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Book of the Vishanti	Doctor Strange's white magic grimoire.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Casket of Ancient Winters	An Asgardian piece of furniture.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Doctor Strange's Sanctum Window	An oculus window from The Avengers.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Elektra's Sai	An Elektra-themed wall hanging with sai crossed.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Eye of Agamotto	A mystical piece of furniture from Doctor Strange's collection.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 4
	Frog Thor Statue	A statue of a frog-shaped Thor.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Ghost Rider Fireplace	A black industrial-style fireplace.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Ghost Rider Medallion	A Ghost Rider wall hanging.	INterior (Wall Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Infinity Gauntlet	A Guardians of the Galaxy-themed piece of furniture.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 4
	Odin's Bed	An Asgardian piece of furniture.	INterior (Floor Decoration)	Static	Assault on Asgard Reward	Marvel Decorations - Page 4
	Stormbreaker	Beta Ray Bill's Hammer.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	The Darkhold	An excellent furniture piece featuring a tome written by Chthon.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	The Tesseract	A cosmic cube furniture piece from the Avengers.	INterior (Floor Decoration)	Static	Feat Reward	Marvel Decorations - Page 4
	Throne of Thanos	A futuristic throne from Guardians of the Galaxy.	INterior (Floor Decoration)	Static	Toy Store Purchase	Marvel Decorations - Page 4
	Andy's Bed	Andy's Buzz Lightyear bed from Toy Story.	INterior (Floor Decoration)	Static	Feat Reward	Pixar Decorations
	Andy's Rug	Andy's oval rug from Toy Story.	INterior (Floor Decoration)	Static	Toy Store Purchase	Pixar Decorations
	Andy's Toy Chest	Andy's covered wagon toy chest from Toy Story.	INterior (Floor Decoration)	Static	Toy Store Purchase	Pixar Decorations
	Andy's Window	Andy's bedroom window from Toy Story.	INterior (Wall Decoration)	Static	Toy Store Purchase	Pixar Decorations
	Buy 'n' Large Poster	A wall hanging from WALL-E.	INterior (Wall Decoration)	Static	Toy Store Purchase	Pixar Decorations
	Clan DunBroch Tapestry	Merida's family tapestry from Brave.	INterior (Wall Decoration)	Static	Toy Store Purchase	Pixar Decorations
	M.U. Fraternity Pennants	A Monster University pennant from Monsters University.	INterior (Wall Decoration)	Static	Toy Store Purchase	Pixar Decorations
	M.U. Refrigerator	A monster-style refrigerator from Monsters University.	INterior (Floor Decoration)	Static	Toy Store Purchase	Pixar Decorations
	M.U. Sofa	A stylish, purple sofa from Monsters University.	INterior (Floor Decoration)	Static	Toy Store Purchase	Pixar Decorations
	Monsters, Inc. Door Station	A Scare Floor door station from Monsters, Inc.	INterior (Floor Decoration)	Static	Feat Reward	Pixar Decorations
	Space Crane Game	A Claw Game from Toy Story's Pizza Planet.	INterior (Floor Decoration)	Static	Toy Store Purchase	Pixar Decorations
	WALL-E Cube Sprout	A sprouting cube of compacted trash from WALL-E.	INterior (Floor Decoration)	Static	Toy Store Purchase	Pixar Decorations
	WALL-E Garbage Cube	A block of compacted trash from WALL-E.	INterior (Floor Decoration)	Static	Toy Store Purchase	Pixar Decorations



Brave Forest Siege

Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	DunBroch Aspen	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	DunBroch Log	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	DunBroch Orange Flowers	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	DunBroch Plant	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	DunBroch Yellow Flowers	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Large DunBroch Bush	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Large DunBroch Stone	A forest piece from Brave's DunBroch Kingdom.	Decorations	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Large DunBroch Tree	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Medium DunBroch Bush	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Medium DunBroch Stone	A forest piece from Brave's DunBroch Kingdom.	Decorations	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Medium DunBroch Tree	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Small DunBroch Bush	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Small DunBroch Stone	A forest piece from Brave's DunBroch Kingdom.	Decorations	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Small DunBroch Tree	A forest piece from Brave's DunBroch Kingdom.	Plants	Static	Toy Store Purchase (Brave Forest Siege)	Brave Toys - Page 1
	Buff MacGuffin Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Buff Macintosh Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Conan Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Gordon Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	King Fergus Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Lord Dingwall Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Lord MacGuffin Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Lord Macintosh Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Maudie Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Queen Elinor Bear Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Queen Elinor Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Wee Dingwall Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Young MacGuffin Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Young Macintosh Costume	Don't go alone! Take a Brave sidekick to help you in your adventure.	Sidekicks	Sidekick	Brave Forest Siege Reward	Brave Toys - Page 2
	Brave Color Pressure Plate	Press this Pressure Plate and it will change color–as well as trigger things you set through the Logic menu. You can even have certain colors trigger certain things.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	Brave Passage Gate	A Brave gateway.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	Brave Pressure Plate	Press this Pressure Plate to trigger events that you set through the Logic menu.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	Brave Sidekick Tree Door	Throw a townsperson or sidekick into this door to activate other toys that have been connected to it.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	Brave Sidekick Well Door	Throw a townsperson or sidekick into this door to activate other toys that have been connected to it.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Ambush Rock	A dangerous Brave-themed piece of terrain.	Decorations	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Brazier	A container with fire from Brave.	Decorations	Static	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Catapult Bear	An attacking wooden bear carving from Brave.	Enemies	Enemy	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Collectible	A Brave-themed loot piece.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Enemy-Spawning Cauldron	A destructible Brave enemy generator.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Liftable Rock	A weighted rock that can be heaved, thrown, and dropped.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Mahogany Bear	An attacking wooden bear carving from Brave.	Enemies	Enemy	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Oak Bear	An attacking wooden bear carving from Brave.	Enemies	Enemy	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Pastry Collectible	A tasty Brave-themed collectible.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Pine Bear	An attacking wooden bear carving from Brave.	Enemies	Enemy	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Rock	A Brave-themed piece of terrain.	Decorations	Static	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Sidekick Outfitter	Access and customize your sidekicks with the Sidekick Outfitter.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Stone Gate	A stone gate from Brave.	Set Pieces	Static	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Swamp Bear	An attacking wooden bear carving from Brave.	Enemies	Enemy	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Treasure Chest	A Brave-themed treasure chest.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Witch's Cauldron	The witch's cauldron from Brave.	Decorations	Static	Brave Forest Siege Reward	Brave Toys - Page 6
	DunBroch Witch's Marsh Muck	A dangerous bog creature from Brave.	Enemies	Enemy	Brave Forest Siege Reward	Brave Toys - Page 6
	Large Brave Passage Gate	A Brave gateway that allows the player to go between areas.	Creativi-Toys	Custom	Brave Forest Siege Reward	Brave Toys - Page 6

Stitch's Tropical Rescue

Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	Collection Unit LT-422	A Lilo and Stitch-themed enemy.	Enemies	Enemy	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Collection Unit BG-513	A Lilo and Stitch-themed enemy.	Enemies	Enemy	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Collection Unit LT-888	A Lilo and Stitch-themed enemy.	Enemies	Enemy	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Collection Unit MD-2190	A Lilo and Stitch-themed enemy.	Enemies	Enemy	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Collection Unit MD-7510	A Lilo and Stitch-themed enemy.	Enemies	Enemy	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Collection Unit BG-4021	A Lilo and Stitch-themed enemy.	Enemies	Enemy	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Collection Unit BG-5904	A Lilo and Stitch-themed enemy.	Enemies	Enemy	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Stitch's Duck Sanctuary	These overturned hampers full of ducklings attract enemies and can be used as the goal of defense missions. Set it to a team in the Properties menu.	Creativi-Toys	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Stitch Enemy Door	Contain your enemies with this toy and the Enemy Wave Generator! You can even control when to open and close the doors.	Creativi-Toys	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Stitch Townsperson Door	Throw a townsperson or sidekick into this door to activate other toys that have been connected to it.	Creativi-Toys	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Aulani Construction Bulldozer	Thankfully, the Aulani Resort has not noticed that Stitch has borrowed their construction bulldozer, so use it while you can.	Instant Fun	Vehicle	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Snow Cone Brain Freezer	Stitch is able to "Brain Freeze" enemies in their tracks when they get too close to this trap.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Imploding Pineapple	Things never go "smoothie" for enemies that get too close to this pineapple trap.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Beach Ball Launcher	Enemies that get too close will be forced to "THINK FAST" when a beach ball is launched at them.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Springing Umbrella	Stitch uses this trap to spring away enemies that get too close to his favorite beach spot.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Surfboard Barrier	Stitch places this in order to protect valuable items and key surfing locations.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Volleyball Net Shield	Friends and 'Ohana pass through freely, but enemy projectiles cannot!	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Healing Tiki	When Stitch needs to catch his breath and regroup, he soaks in the healing effects of this Island tiki.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Duckling Decoy	Stitch uses this Duckie Decoy to keep enemies from bothering REAL duckies.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Flying Saucer Shooter	While Stitch spreads out on the beach, he uses this arcade Saucer to spread out laser fire towards his enemies.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1
	Space Adventure Cannon	Stitch doesn't even need to pay a quarter in order to launch high power laser blasts from this arcade machine.	Instant Fun	Custom	Stitch's Tropical Rescue Reward	Stitch Toys - Page 1

Disney Infinity 1.0

Play Set Toys

Play Set Toys

Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	Blue Plane	A plane from the Cars Play Set.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1
	Cozy Cone Motel	Feeling tired? A stay at the Cozy Cone Motel is just what you need!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1
	Fillmore's Organic Fuels	Crossroads for Radiator Springs' most delicious, organic fuels.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1
	Flo's V8 Café	Customers at Flo's fill up on gas and great conversation.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1
	Full Pipe	A stunt park feature from the Cars Play Set.	Race Track Pieces	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1
	Green Plane	A plane from the Cars Play Set.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1
	Insect Car	An insect car from the Cars Play Set.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1
	Luigi's Casa Della Tires	The finest tires at Radiator Springs are found at this Italian import's shop.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1
	Radiator Springs Courthouse	The famous building where Doc Hudson held court.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 1

	Radiator Springs Curios	An eclectic paradise of rare collectibles and historical knick knacks.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Radiator Springs Farmhouse	A rural shelter where tractors can graze.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Ramone's House of Body Art	Want a new look? Ramone's can add a splash of color to any body.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Sarge's Surplus Hut	Add some law and order with Sarge's Surplus Hut.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Stunt Park Clover Pool	A stunt park feature from the Cars Play Set.	Race Track Pieces	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Stunt Park Hill	A stunt park feature from the Cars Play Set.	Race Track Pieces	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Stunt Park Ridge Ramp	A stunt park feature from the Cars Play Set.	Race Track Pieces	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Tourist Sedan	A Radiator Springs tourist from the Cars Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Tourist Truck	A Radiator Springs tourist from the Cars Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Tourist Van	A Radiator Springs tourist from the Cars Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Tow Mater Impound Lot	Dad gum! If you're looking for a lost part, Mater's is the place to start!	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Towable Ramp	Tow this toy to any location to help you get to new heights!	Instant Fun	Towable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Towable Wrecking Ball	Tow and throw Mater's wrecking ball for ultimate fun!	Instant Fun	Towable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1

	Tractor	A tractor from the Cars Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 1
	Broken Dinoco Crate	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Construction Pylon	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Construction Pylon with Reflector	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Explosive Crate	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Folding Construction Barrier	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Fuel Barrel Pile	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Fuel Barrel Pyramid	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Fuel Barrel Stack	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Fuel Barrel Tower	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Fuel Barrels	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Hay Bale	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Hazard Fence	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Interstate Sign	A decoration from the Cars Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2

	Large Radiator Springs Bush	A bush from the Cars Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Large Radiator Springs Cactus	A cactus from the Cars Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Medium Fence	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Radiator Springs Bush	A bush from the Cars Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Radiator Springs Cactus	A cactus from the Cars Play Set.	Plants	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Radiator Springs Tree	A tree from the Cars Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Road Closed Barrier	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Small Fence	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Small Radiator Springs Cactus	A cactus from the Cars Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Stacked Boxes	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Street Light	A decoration from the Cars Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Tail Light Flower Planter	Flowers from the Cars Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2
	Tail Light Flowers	Flowers from the Cars Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 2

	Tall Fence	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Thin Radiator Springs Tree	A tree from the Cars Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Tire Stack 1	A decoration from the Cars Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Tire Stack 2	A decoration from the Cars Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Traffic Sign 1	A decoration from the Cars Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Traffic Sign 2	A decoration from the Cars Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 2
	Announcer Speakers	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Blue Mailbox	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Cars Crossing Sign	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Checkered Flags	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Flo’s Mailbox	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Flower Power	A decoration from the Cars Play Set.	Plants	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Gold Parking Meter	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3

	Guido at Work Sign	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Hangin' Tire	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Holley's Hubcap Pinwheel	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Motorin' Topiary	A decoration from the Cars Play Set.	Plants	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Parking Meter	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Pink Flamingo 1	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Pink Flamingo 2	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Red Mailbox	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Sandbag Barricade	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Sarge's Antique Cannon	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Spare Parts Windmill	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Sports Car Topiary	A decoration from the Cars Play Set.	Plants	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3
	Starting Gate Lights	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Cars Toys - Page 3

	Tire Shrub	A decoration from the Cars Play Set.	Plants	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 3
	Tire Tree	A decoration from the Cars Play Set.	Plants	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 3
	Tractor Crossing Sign	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 3
	Which Way Sign	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 3
	Wind Chime	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 3
	Winner’s Circle	A decoration from the Cars Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Cars Toys - Page 3
	Captured Baron Von Ruthless	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Captured Snoring Gloria	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Captured The Hoarder	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Dash Statue	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Edna's Costume Shop	Look your best with the help of Edna Mode.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Glide Pack	Strap this pack to your back to soar on the breeze.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Hotdog Stand	The citizens of Metroville really work up an appetite running away from Omnidroids. The Hot Dog Stand helps them recharge!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1

	Hover Board	Awesome for quick travel without being stuck to the ground... It even goes over water!	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	HQ Research Station	The National Supers Agency is ready to assist you with their latest technological advancements. Syndrome will never know what hit him!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Large Metroville Tree	A tree from the Incredibles Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Metroville Bush	A bush from the Incredibles Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Metroville Tree	A tree from the Incredibles Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Mr. Incredible Defeats Syndrome	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Mr. Incredible Statue	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Mr. Incredible's Sports Car	A Super needs to get to the action fast, and you can't go wrong with this amazing piece of finely-tuned machinery.	Vehicles and Mounts	Vehicle	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Mrs. Incredible Statue	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Mrs. Incredible vs. Syndrome Statue	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Newspaper Stand	With Metroville under siege by Syndrome, it's important for the citizenry to keep up on all the latest news. The Newspaper Stand is the place to go to stay informed!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	SuperMax Prison	Lock up the baddies for good! Not even Syndrome can escape this state-of-the-art facility.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1

	Syndrome Statue	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	The Incredicar	There's no finer piece of crime fighting vehicular machinery in existence!	Vehicles and Mounts	Vehicle	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	The Incredicopter	With the Incredicopter, you'll truly master the skies.	Vehicles and Mounts	Air Vehicle	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Thin Metroville Tree	A tree from the Incredibles Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Training Facility	Get your skills up to snuff! Evil won't stand a chance against a fully trained Super!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Violet Statue	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Zero Point Energy Gauntlet	Immobilize and throw anyone you see using Syndrome's ultimate technology.	Tool/Pack	Tool	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 1
	Apogee	Apogee is a seasoned veteran with super powers you won't believe.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Baron Von Ruthless	You won't believe what hides beneath the calm, calculating exterior of Baron Von Ruthless!	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Business Man	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Business Woman	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Construction Worker	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Dynaguy	He's daring! He's dynamic! He's a dynamo! He's Dynaguy!	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Elephant	Direct from the Metroville Zoo in the Incredibles Play Set.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2

	Gazerbeam	Did anyone order a laser? Pew! Pew!	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Giraffe	Direct from the Metroville Zoo in the Incredibles Play Set.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Insurance Sales Woman	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Job Hunter	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Lady	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Lion	Direct from the Metroville Zoo in the Incredibles Play Set.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Little Girl	A young citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Little Kid	A young citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Mad Scientist	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Man About Town	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Man on the Street	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Metroville Fireman	A fireman from Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Metroville Police Officer	A police officer from Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2

	Metroville's Woman of the Year	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Monkey	Direct from the Metroville Zoo in the Incredibles Play Set.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Monstrous Citizen	Baron Von Ruthless's treachery was no match for this unsuspecting citizen!	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Nurse	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Old Woman	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Panda	Direct from the Metroville Zoo in the Incredibles Play Set.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Penguin	Direct from the Metroville Zoo in the Incredibles Play Set.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Plasmabolt	Plasmabolt secretly hopes for a return to the golden age of Supers.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Reformed Thug	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Snoring Gloria	Snoring Gloria won't be happy until all of Metroville is fast asleep under the powers of her pernicious plants.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Street Thug	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Surgeon	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	The Boss	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 2

	The CEO	A citizen of Metroville from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	The Hoarder	The Hoarder lives to collect and trap. Don't stand too close or you may get boxed in!	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	The Mayor of Metroville	Metroville's mayor from the Incredibles Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Thunderhead	Thunderhead is ready for action and always looking for ways to thwart evil!	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 2
	Brick Building	This unsuspecting building was once home to Metroville's secret super hero headquarters.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Broken Cement Barrier	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Cement Barrier	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Dual Street Light	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Dumpster	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Electrical Box	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Fire Escape	As the flames climb, it's easy to make a quick escape on this handy safety structure.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Garbage Can	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Glass Tower	The people who work here know better than to throw stones.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Incredibles Antenna	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3

	Large Brick Building	The Metroville skyline just wouldn't be the same without this dignified building.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Large Roof Vent	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Mail Box	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Metroville Business Office	The folks who work here had a front row seat to all the Omnidroid action!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Metroville Center	Back in business and under new management! Stop by today!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Metroville Deli	Hungry? Get in line at this popular eatery.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Metroville Manor	This unsuspecting spot was once the home of Metroville's mayor's mother's hair stylist! Who would have guessed?	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Metroville Mart	Get in and out quick at this convenient, one-stop shopping spot.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Metroville Shop	This place is a Metroville institution! Customers never leave unhappy!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Metroville Storefront	What's on your shopping list today? You'll find it here!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Modern Air Conditioning Unit	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Office Building	Day in and day out, this is where Metroville's elite do business.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Office Tower	Home to some of Metroville's most up and coming businesses.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3

	Phone Booth	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Police Barricade	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Roof Vent	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Rooftop Door	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Sandstone Building	This is where business gets done.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Satellite Dish	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Shipping Crate	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Short Sandstone Building	Lots of citizens call this building their home away from home.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Stately Metroville Tower	Imagine how fun it would be to go to work every day in a building this cool!	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Street Light	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Street Rubble	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Traffic Barrel	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Traffic Cone	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Incredibles Toys - Page 3

	Trash Pile	A decoration from the Incredibles Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Water Tower	A decoration from the Incredibles Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Incredibles Toys - Page 3
	Black Horse	A wild, black horse.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Black Pinto	A wild, black pinto.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Brown Pinto	A wild, brown pinto.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Chestnut Horse	A wild, brown chestnut horse.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby Bush 1	A bush from the Lone Ranger Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby Cactus 1	A cactus from the Lone Ranger Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby Cactus 2	A cactus from the Lone Ranger Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby Cactus 3	A cactus from the Lone Ranger Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby Cactus 4	A cactus from the Lone Ranger Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby Train Station	The first sight people see when they arrive in Colby.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby Tree	A tree from the Lone Ranger Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1

	Colby's General Store	Find whatever you're looking for at Colby's General Store.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby's Hardware Store	Currently featuring Colby's widest selection of hardware.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby's Rooming House	A Colby visitor's home away from home.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby's Saddler	Colby's foremost supplier of saddles and riding gear.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby's Stable	The finest place in Colby to stable your horse.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby's Undertaker	A gunslinger's last stop on his way out of Colby.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Colby's Wash House	The cleanest establishment in all of Colby.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Crow Wing Pack	Transform into a crow and take flight with the Crow Wing Pack.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Elephant	The most powerful, well-trained circus elephant you could ever ride.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Golden Horse	A wild, golden horse.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Lantern Pole	A decoration from the Lone Ranger Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Large Colby Tree	A tree from the Lone Ranger Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Mule	Plain, simple, stubborn mule.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1

	Palomino	A wild palomino.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Scout	Tonto's loyal and trusted paint horse.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Silent Warrior Pack	Summon a powerful warrior to assist you in battle with the Silent Warrior Pack.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Silver	The Lone Ranger's mystical white stallion.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	TeePee	A decoration from the Lone Ranger Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Tent	A decoration from the Lone Ranger Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	The Colby Bank	Your money's safe and mostly sound at the Colby Bank.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	The Colby Jail	Justice has a home, and that home is the Colby Jail.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	The Colby Saloon	The most popular and lively gathering place in Colby.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	The Ranch	The ranch house from just outside of Colby, Texas.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Thundering Hooves Pack	Summon a stampeding stallion with the Thundering Hooves Pack.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Thundering Stallion	A mystical, stampeding stallion.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	TNT Pack	Throw sticks of dynamite at your enemies when you wear this TNT Pack.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1
	Wagon	A decoration from the Lone Ranger Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 1

	Armadillo	A desert-dwelling critter from the Lone Ranger Play Set.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Beaked Mask	A traveler from Red's Traveling Entertainments in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Bearded Lady	A traveler from Red's Traveling Entertainments in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Bison Head	A traveler from Red's Traveling Entertainments in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Comanche Warrior	A warrior from the Comanche tribe in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Cow Boss	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Cowboy	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Cowman	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Devil Mask	A traveler from Red's Traveling Entertainments in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Fortune Teller	A traveling associate of Red's Traveling Entertainments from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Gal	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Gopher	A desert-dwelling critter from the Lone Ranger Play Set.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Granny	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2

	Horned Mask	A traveler from Red's Traveling Entertainments in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Lady	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Large Nose Mask	A traveler from Red's Traveling Entertainments in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Lass	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Leaf Mask	A traveler from Red's Traveling Entertainments in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Lizard	A desert-dwelling critter from the Lone Ranger Play Set.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Miner	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Miss	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Old Timer	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Rabbit	A desert-dwelling critter from the Lone Ranger Play Set.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Railroad Camp Foreman	The foreman of the railroad construction project in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Railroad Worker	Part of the railroad construction crew in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Rancher	The owner of the ranch just outside of Colby in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2

	Ringmaster	A traveling associate of Red's Traveling Entertainments from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Sharp Shooter	Colby's resident sharp shooter from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Shopkeeper	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Skunk	A desert-dwelling critter from the Lone Ranger Play Set.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Snake Lady	A traveler from Red's Traveling Entertainments in the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Vulture	A desert-dwelling critter from the Lone Ranger Play Set.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Woman	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Wrangler	A resident of Colby, Texas from the Lone Ranger Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Lone Ranger Toys - Page 2
	Archie the Scare Pig	Fear Tech's pride and joy, Archie the Scare Pig!	Vehicles and Mounts	Mount	Toy Store Purchase - or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Breaking News Ender	Hand Fear Tech their walking papers with this M.U. Joke Ender.	Decorations	Custom	Toy Store Purchase - or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Bulletin Board	Keep up to date with what's new on campus.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Cracklin' Backpack	A firework-filled Monsters University backpack.	Tool/Pack	Pack	Toy Store Purchase - or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	EKO House	The EKO House from M.U.'s Frat Row.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Monsters University Toys - Page 1

	Fly Swatter Launcher	Shoo away trouble with this Joke Launcher.	Decorations	Custom	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Foot Locker	A decoration from the Monsters University Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Give 'em a Hand Launcher	Give Fear Tech a hand with this Joke Launcher.	Decorations	Custom	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Glow Urchin	Throw the stinging Glow Urchin at opponents to make them "swell" with pride.	Tool/Pack	Tool	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Have a Nice Trip Launcher	Send your rivals on a one-way trip with this M.U. Joke Launcher.	Decorations	Custom	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	HSS House	The HSS House from M.U.'s Frat Row.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Incoming Call Ender	Ring in victory with this M.U. Joke Ender.	Decorations	Custom	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	JOX House	The JOX House from M.U.'s Frat Row.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	M.U. Clock Tower	Jutting above the buildings of Monsters University, this clock tower ensures each monster is on time for class.	Set Pieces	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	M.U. Dorm	A home away from home for Monsters University students.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	M.U. Library	A place of quiet learning, but beware the librarian!	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	M.U. Registration Hall	The first step in a monster's further education is often taken here.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	M.U. School of Scaring	The pinnacle of Scare Education and the pride of Monsters University.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1

	M.U. University Hall	A hallowed place of learning and a symbol of Monsters University.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Morning Edition Launcher	Extra! Extra! Read all about it! Fear Tech students seen flying over campus.	Decorations	Custom	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Newsstand	A decoration from the Monsters University Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Paintball Gun	Show those Fear Tech chumps what school pride is all about.	Tool/Pack	Tool	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Phone Booth	Crystal clear reception. Unless you have furry ears. Got some change?	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	PNK House	The PNK House from M.U.'s Frat Row.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	ROR House	The ROR House from M.U.'s Frat Row.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	School Colors Ender	Paint the town funny with this M.U. Joke Ender.	Decorations	Custom	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Scream Energy Launcher	Joke Launchers are a scream, don't you think?	Decorations	Custom	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Scream Tunnel Cover	Keep the pipes moving. That sludge has to go somewhere.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Scream Tunnel Sludge Ender	Cover Fear Tech in sludge with this M.U. Joke Ender.	Decorations	Custom	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Toilet Paper Launcher	Pesky trees? No problem! The all new scream-powered Toilet Paper Launcher will leave no branch uncovered.	Tool/Pack	Tool	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 1
	Barriers 1	Barriers from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2

	Barriers 2	Barriers from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Barriers 3	Barriers from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Barriers and Barrel 1	Barriers and a barrel from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Barriers and Barrel 2	Barriers and a barrel from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Barriers and Barrel 3	Barriers and a barrel from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Bench	A decoration from the Monsters University Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Bevel Beast	A sloping critter from the Monsters University Biology Department.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Boxy Monacle Monster	A square-shaped critter from the Monsters University Biology Department.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Gargoyle 1	A decoration from the Monsters University Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Gargoyle 2	A decoration from the Monsters University Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Large Monster Tree	A tree from the Monsters University Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Long-Necked Critter	A tall critter from the Monsters University Biology Department.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Monster Flowers 1	Flowers from the Monsters University Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2

	Monster Flowers 2	Flowers from the Monsters University Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Monster Flowers 3	Flowers from the Monsters University Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Monster Tree	A tree from the Monsters University Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Monsters University Light Post	A decoration from the Monsters University Play Set.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Old Barrel	A barrel from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Orange Bat-Winged Pest Bush	A bush infested with orange, bat-winged pests.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Plated Slug	A slimy critter from the Monsters University Biology Department.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Pokey Pest	A cute critter from the Monsters University Biology Department.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Purple Bat-Winged Pest Bush	A bush infested with purple, bat-winged pests.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Sight Crawler	A creeping critter from the Monsters University Biology Department.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Skittery Critter	A quick-moving critter from the Monsters University Biology Department.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Small Monster Tree 1	A tree from the Monsters University Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Small Monster Tree 2	A tree from the Monsters University Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Tall Monster Tree	A tree from the Monsters University Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2

	Tri-Eye	A three-eyed critter from the Monsters University Biology Department.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Triple Barriers	Barriers from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	T-Shaped Barriers	Barriers from the scream tunnels below Monsters University.	Decorations	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Monsters University Toys - Page 2
	Admiral's Daughter	A townsperson from Buccaneer Bay in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Armorer	A townsperson from Buccaneer Bay in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Atlas Blade	Surprise yer enemies with this sword infused with Calypso's power.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Bayou Beauty	A townsperson from Pantano Bayou in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Bayou Raftman	A townsperson from Pantano Bayou in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Bayou Rascal	A townsperson from Pantano Bayou in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Blunderbuss	Ye'll never be left with one shot with the Blunderbuss at yer side, matey.	Tool/Pack	Tool	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Bonny Lass	A townsperson from Buccaneer Bay in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Bounty Hunter	A member of yer Pirates of the Caribbean Play Set crew.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Cabin Boy	A member of yer Pirates of the Caribbean Play Set crew.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1

	Captain	A naval officer from the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Carpenter	A member of yer Pirates of the Caribbean Play Set crew.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Cook	A member of yer Pirates of the Caribbean Play Set crew.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Corporal	A naval officer from the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Dragon Woman	A townsperson from Buccaneer Bay in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Flintlock	Attack your enemies with this old-fashioned gun.	Tool/Pack	Tool	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Grappling Hook	A tool that will help you climb walls.	Tool/Pack	Tool	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Gunner	A member of yer Pirates of the Caribbean Play Set crew.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Lady Buccaneer	A townsperson from Buccaneer Bay in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Navigator	A member of yer Pirates of the Caribbean Play Set crew.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Officer	A naval officer from the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Pirate Bombs	Clear the way and get rid o' Davy Jones's crew with these Pirate Bombs.	Tool/Pack	Tool	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Powder Monkey	A member of yer Pirates of the Caribbean Play Set crew.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1

	Privateer	A townsperson from Buccaneer Bay in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Quartermaster	A townsperson from Buccaneer Bay in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Sea Dog	A townsperson from Buccaneer Bay in the Pirates of the Caribbean Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Swabbie	A member of yer Pirates of the Caribbean Play Set crew.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Sword	Attack your enemies with this pirate's weapon of choice.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 1
	Awning	A section of a roof from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Balcony	A balcony from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Bone Chime	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Building Base Corner	A section of a building from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Building Base Ground Corner	A section of a building from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Building Base with Arch	A section of a building from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Building Nook	A section of a building from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Cauldron	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2

	Damaged Wood Crate	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Dock	A dock from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Dock Balcony Corner	A dock balcony from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Dock Stairs	Dock stairs from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Long Awning	A section of a roof from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Long Roof	A section of a roof from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirate Flag	A flag from the Pirates of the Caribbean Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirate Sign 1	A sign from the Pirates of the Caribbean Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirate Sign 2	A sign from the Pirates of the Caribbean Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Bush 1	A bush from the Pirates of the Caribbean Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Bush 2	A bush from the Pirates of the Caribbean Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Bush 3	A bush from the Pirates of the Caribbean Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Bush 4	A bush from the Pirates of the Caribbean Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2

	Pirates Bush 5	A bush from the Pirates of the Caribbean Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Dock	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Plants Palm 1	A palm tree from the Pirates of the Caribbean Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Plants Palm 2	A palm tree from the Pirates of the Caribbean Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Street Lamp 1	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Street Lamp 2	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Pirates Tree	A palm tree from the Pirates of the Caribbean Play Set.	Plants	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Platform	A platform from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Roof	A section of a roof from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Roof Wedge	A section of a roof from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Roof Wedge Corner	A section of a roof from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Shed	A shed from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Skull Idol	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Straight Dock Balcony	A dock balcony from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2

	Tall Building Base	A section of a building from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Tower	A tower from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Toy Box Pirate Town Builder	This little toy will help you build a pirate town.	Builders and Creators	Builder	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Toy Box Pirate Town Creator	Place this Creator to quickly build a pirate town.	Builders and Creators	Creator	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Wide Building Base	A section of a building from the Pirates of the Caribbean Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Wood Crate	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Wooden Barrel	A decoration from the Pirates of the Caribbean Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Pirates of the Caribbean Toys - Page 2
	Alien Horse	This horse is out of this world.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Bullseye	Ride like the wind with Woody's loyal sidekick!	Vehicles and Mounts	Mount	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Buzz Lightyear's Jetpack	Soar around the planet at lightning speed with a Star Command Jetpack.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Clothing Store	The Gamma Quadrant's supply center for official Star Command gear and attire.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Combat Simulator	Star Command's headquarters for Space Ranger training simulations.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Covered Walkway	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1

	Decoration Center	Star Command's official supply center for decorative enhancements.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Fenced Glass Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Fenced Solid Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Glass Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Hatchery	Star Command's headquarters for supporting and sustaining new life forms.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Hospital	Star Command's most advanced medical center.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Long Glass Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Long Solid Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Long Walkway	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Medicine Ball	Immediately heal injured or stinky Aliens by throwing this ball at them.	Tool/Pack	Tool	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Mega Pixar Ball	This oversized ball packs an extra punch.	Tool/Pack	Tool	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Monument of Heroes	A grand monument that serves as a Star Command's salute to the galaxy's greatest heroes.	Buildings	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Multi-Layer Walkway	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1

	Narrowing Walkway	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Pixar Ball	A ball that can be thrown as an attack.	Tool/Pack	Tool	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Research Station	Star Command's official center for research and discovery.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Shield Tower	The landmark centerpiece of the Aliens' up and coming civilization.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Short Fenced Glass Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Short Fenced Solid Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Short Glass Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Short Solid Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Sidewalk Ramp	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Solid Sidewalk	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Star Command Blaster	Star Command's standard-issue sidearm.	Tool/Pack	Tool	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Star Command Boost Pack	Head for the stars with Star Command's exclusive rocket booster.	Tool/Pack	Pack	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Teleporter Dish	A Star Command hub for teleportation and advanced travel.	Buildings	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1

	Walkway 2-Way Connector	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway 3-Way Connector	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway 4-Way Connector	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway Connector	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway Corner	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway End	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway End	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway Ending	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway Ramp	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway Section 1	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Walkway Section 2	A Star Command walkway from the Toy Story Play Set.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 1
	Alien	The original, three-eyed inhabitant of Pizza Planet.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Bo Peep	An alien in a Bo Peep costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2

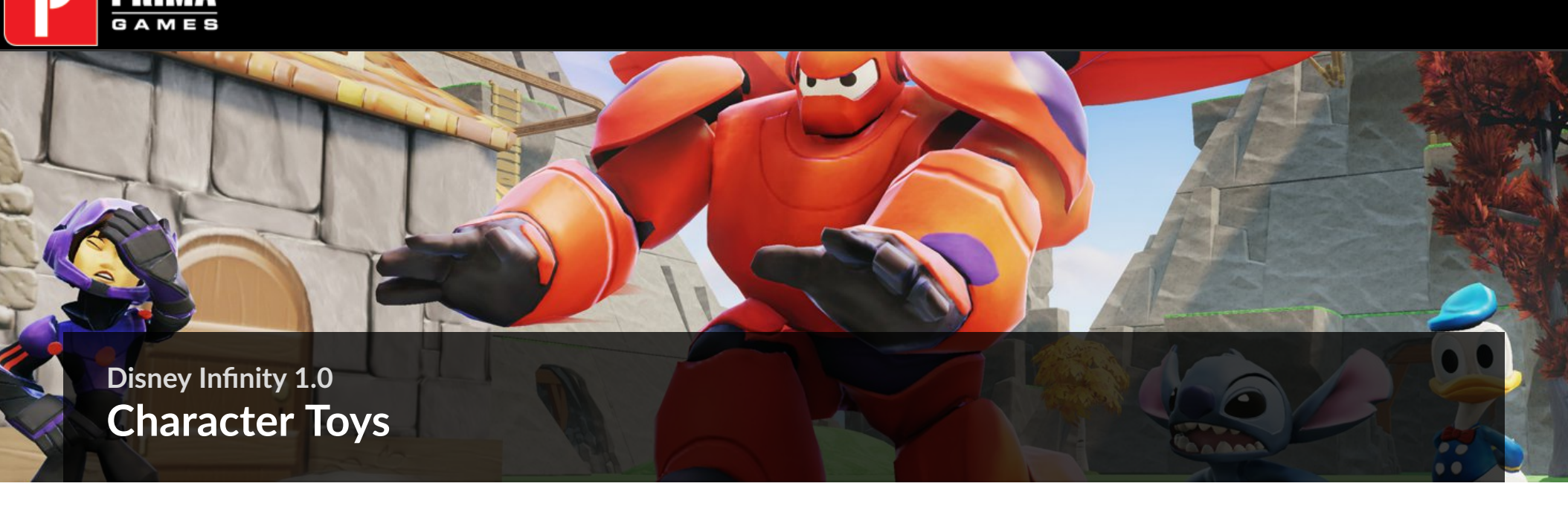
	Alien Bullseye	An alien in a Bullseye costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Buttercup	An alien in a Buttercup costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Chuckles	An alien in a Chuckles costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Chunk	An alien in a Chunk costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Doctor	An alien doctor from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Dolly	An alien in a Dolly costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Emperor Zurg	An alien in an Emperor Zurg costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Hamm	An alien in a Hamm costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Jessie	An alien in a Jessie costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Lotso	An alien in a Lotso costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Mechanic	An alien mechanic from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Mr. Pricklepants	An alien in a Mr. Pricklepants costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Researcher	An alien researcher from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Rex	An alien in a Rex costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2

	Alien Sarge	An alien in a Sarge costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Slinky	An alien in a Slinky costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Stinky Pete	An alien in a Stinky Pete costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Stretch	An alien in a Stretch costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Tourist	An alien tourist from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Trixie	An alien in a Trixie costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Twitch	An alien in a Twitch costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Alien Woody	An alien in a Woody costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Boomeroid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Buzz Lightyear Alien	An alien in a Buzz Lightyear costume from the Toy Story Play Set.	Townspeople	Townspeople	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Gummboid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Leafoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Nostrilloid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2

	Octoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Pinchoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Quackoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Rabbitoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Snailian	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Snoutoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Twitchoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Unicoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Wedgoid	This little guy from the Toy Story Play Set is out of this world.	Critters	Critter	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 2
	Andy's Wagon	A toy box just like the one in Andy's room.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Blue Crystals	Breakable crystals from the Toy Story Play Set.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Cannon Bunker	A cannon decoration to give the city a military feel.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Dinosaur Eggs	Make any dinosaur feel at home with a giant nest of eggs.	Decorations	Breakable	Toy Store Purchase - or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3

	Dolly's Sunflowers	Sunflowers just like the kind Dolly would plant.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Flagpole	Show your military style by placing army flags around the city.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Flowerbed 1	Bring color and life to a dusty moon with a flower bed.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Flowerbed 2	Brighten up any drab city with blooming flower beds.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Gold Crate	A breakable crate from the Toy Story Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Key to the City	A decoration of the Key to the City will show all that you're really the one in charge.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Large Toy Story Bush	A bush from the Toy Story Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Large Toy Story Tree	A tree from the Toy Story Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Monument to Zurg's Defeat	A monument to yourself that let's everyone know you defeated the Evil Emperor Zurg.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Orange Crate	A breakable crate from the Toy Story Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Pixar Lamp	Brighten any toy city with a stylish Pixar Lamp.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Plush Flowers	Soft flower with no thorns.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Plush Hearts	A decoration of soft, plush hearts to show your soft side.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3

	Puppet Theatre	A mini puppet theatre decoration for a entertainment feel.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Sheriff's Badge	This gold star sheriff badge shows that the city is under your protection.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Snake In My Boot	A Woody's Roundup decoration of the Snake In My Boot toy.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Star Command Crate	A breakable crate from the Toy Story Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Toy Story Bush	A bush from the Toy Story Play Set.	Plants	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Toy Story Plant 1	A plant from the Toy Story Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Toy Story Plant 2	A plant from the Toy Story Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Toy Story Tree	A tree from the Toy Story Play Set.	Plants	Static	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Volcano Trophy	Proof to the citizens of the city that you tamed the volcano.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Water Fountain	A water fountain will really class up the place.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Woody's Roundup Critters	Friendly animal critters from the television program Woody's Roundup.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Yellow Crystals	Breakable crystals from the Toy Story Play Set.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3
	Zurg Statue	Create a constant reminder of who the enemy is by displaying an image of Zurg.	Decorations	Breakable	Toy Store Purchase -or- Unlock with Play Set Piece	Toy Story in Space Toys - Page 3

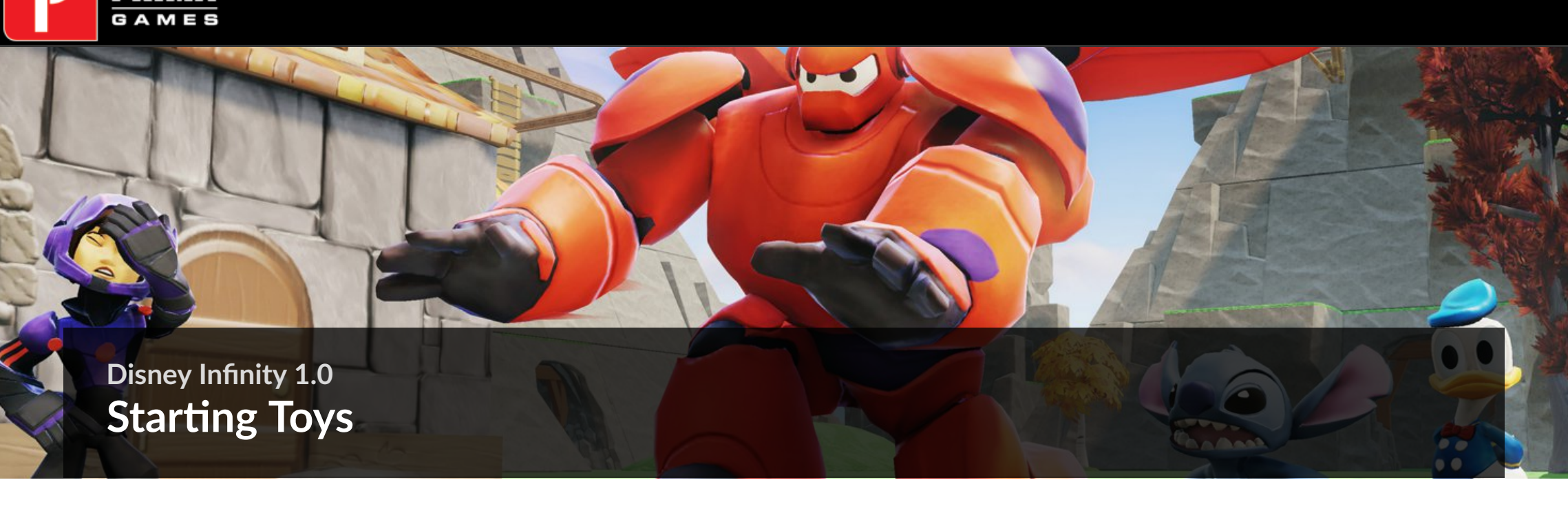


Disney Infinity 1.0

Character Toys

Character Toys

Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	Dash Costume	A toy in a Dash costume from The Incredibles.	Character Townspeople	Townspeople	Toy Store Purchase -or- Dash	Character Toys - Page 1
	Melee Omnidroid	Leaner and meaner than the other Omnidroids, but still no match for a Super!	Enemies	Enemy	Toy Store Purchase -or- Dash	Character Toys - Page 1
	Ranged Omnidroid	Missiles and flames are the tools of this clanking colossus.	Enemies	Enemy	Toy Store Purchase -or- Dash	Character Toys - Page 1
	Edna Mode	Designer to the gods.	Cast Members	Mission Giver	Toy Store Purchase -or- Mr. Incredible	Character Toys - Page 1
	Mr. Incredible Costume	A toy in a Mr. Incredible costume from The Incredibles.	Character Townspeople	Townspeople	Toy Store Purchase -or- Mr. Incredible	Character Toys - Page 1
	Tank Omnidroid	Omnidroids don't come any bigger than this monstrosity.	Enemies	Enemy	Toy Store Purchase -or- Mr. Incredible	Character Toys - Page 1
	Elasti-Hand	Reach, grab, and attack like Mrs. Incredible with this stretchy, sticky hand.	Tool/Pack	Tool	Toy Store Purchase -or- Mrs. Incredible	Character Toys - Page 1
	Mrs. Incredible Costume	A toy in a Mrs. Incredible costume from The Incredibles.	Character Townspeople	Townspeople	Toy Store Purchase -or- Mrs. Incredible	Character Toys - Page 1
	Rick Dicker	Senior Operative for the National Supers Agency.	Cast Members	Mission Giver	Toy Store Purchase -or- Mrs. Incredible	Character Toys - Page 1
	Mirage	Syndrome's former assistant.	Cast Members	Mission Giver	Toy Store Purchase -or- Syndrome	Character Toys - Page 1
	Omnidroid	This metal menace means business, but not the good kind!	Enemies	Enemy	Toy Store Purchase -or- Syndrome	Character Toys - Page 1
	Syndrome Costume	A toy in a Syndrome costume from The Incredibles.	Character Townspeople	Townspeople	Toy Store Purchase -or- Syndrome	Character Toys - Page 1
	Monument of Heroes	Honor the Supers with this stately memorial to their greatness.	Decorations	Static	Toy Store Purchase -or- Toy Story Landmark	Character Toys - Page 1
	Invisibility Device	Disappear from your enemies' sight like Violet with this Invisibility Device.	Tool/Pack	Tool	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Street Light	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Terrain 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Terrain 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Terrain 3	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Terrain 4	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Terrain Corner 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Terrain Corner 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Terrain Strip 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Metroville Terrain Strip 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Violet Costume	A toy in a Violet costume from The Incredibles.	Character Townspeople	Townspeople	Toy Store Purchase -or- Violet	Character Toys - Page 1
	Clam Pirate	A fearsome member of Davy Jones's crew from the Pirates of the Caribbean Play Set.	Enemies	Enemy	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Hector Barbossa Costume	A toy in a Hector Barbossa costume from Pirates of the Caribbean.	Character Townspeople	Townspeople	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pintel	A bumbling pirate with ever-changing allegiances.	Cast Members	Mission Giver	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Plant Edge	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Terrain 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Terrain 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Terrain 3	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Terrain 4	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Terrain Corner 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Terrain Corner 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Terrain Strip 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Pirates Terrain Strip 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Ragetti	A bumbling pirate with ever-changing allegiances.	Cast Members	Mission Giver	Toy Store Purchase -or- Barbossa	Character Toys - Page 2
	Blue Shipwreck	A massive shipwreck from the Pirates of the Caribbean Play Set.	Set Pieces	Static	Toy Store Purchase -or- Davy Jones	Character Toys - Page 2
	Davy Jones Costume	A toy in a Davy Jones costume from Pirates of the Caribbean.	Character Townspeople	Townspeople	Toy Store Purchase -or- Davy Jones	Character Toys - Page 2
	Maccus	A fearsome member of Davy Jones's crew from the Pirates of the Caribbean Play Set.	Enemies	Enemy	Toy Store Purchase -or- Davy Jones	Character Toys - Page 2
	Red Shipwreck	A massive shipwreck from the Pirates of the Caribbean Play Set.	Set Pieces	Static	Toy Store Purchase -or- Davy Jones	Character Toys - Page 2
	Tia Dalma	The Caribbean's most powerful sea witch.	Cast Members	Mission Giver	Toy Store Purchase -or- Davy Jones	Character Toys - Page 2
	Clock Tower	The clock tower from the Pirates of the Caribbean Play Set.	Set Pieces	Static	Toy Store Purchase -or- Jack Sparrow	Character Toys - Page 2
	Driftwood Pirate	A fearsome member of Davy Jones's crew from the Pirates of the Caribbean Play Set.	Enemies	Enemy	Toy Store Purchase -or- Jack Sparrow	Character Toys - Page 2
	Jack Sparrow Costume	A toy in a Jack Sparrow costume from Pirates of the Caribbean.	Character Townspeople	Townspeople	Toy Store Purchase -or- Jack Sparrow	Character Toys - Page 2
	Mr. Gibbs	Captain Jack Sparrow's trusty first mate.	Cast Members	Mission Giver	Toy Store Purchase -or- Jack Sparrow	Character Toys - Page 2
	Stone Arch Fort	A stone fort from the Pirates of the Caribbean Play Set.	Set Pieces	Static	Toy Store Purchase -or- Jack Sparrow	Character Toys - Page 2
	Turtle Pirate	A fearsome member of Davy Jones's crew from the Pirates of the Caribbean Play Set.	Enemies	Enemy	Toy Store Purchase -or- Jack Sparrow	Character Toys - Page 2
	Fear Tech Student Patrol 1	A protective Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Fear Tech Student Patrol 2	A protective Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Fear Tech Student Patrol 3	A protective Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Mike	Character Toys - Page 2
	M.U. Entrance Gate	The gateway to the famous Monsters University School of Scaring.	Set Pieces	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Mike Wazowski Costume	A toy in a Mike Wazowski costume from Monsters University.	Character Townspeople	Townspeople	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain 3	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain 4	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain 5	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain Corner 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain Corner 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain Strip 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Monsters University Terrain Strip 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mike	Character Toys - Page 2
	Art	A new-age thinker with a positive outlook on life.	Cast Members	Mission Giver	Toy Store Purchase -or- Randy	Character Toys - Page 2
	Don Carlton	A "mature" student who returned to college to study the computers.	Cast Members	Mission Giver	Toy Store Purchase -or- Randy	Character Toys - Page 2
	Fear Tech Student 1	A Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Randy	Character Toys - Page 2
	Fear Tech Student 2	A Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Randy	Character Toys - Page 2
	Fear Tech Student 3	A Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Randy	Character Toys - Page 2
	Randy Costume	A toy in a Randy costume from Monsters University.	Character Townspeople	Townspeople	Toy Store Purchase -or- Randy	Character Toys - Page 2
	Fear Tech Paintball Player 1	A paintball-loving Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Sulley	Character Toys - Page 2
	Fear Tech Paintball Player 2	A paintball-loving Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Sulley	Character Toys - Page 2
	Fear Tech Paintball Player 3	A paintball-loving Fear Tech student from the Monsters University Play Set.	Enemies	Enemy	Toy Store Purchase -or- Sulley	Character Toys - Page 2
	M.U. Founder's Fountain	Standing as a silent beacon of monster education, this fountain pays tribute to founders of Monsters University.	Decorations	Static	Toy Store Purchase -or- Sulley	Character Toys - Page 2
	Squishy	Undeclared, unattached, and still living with his mother.	Cast Members	Mission Giver	Toy Store Purchase -or- Sulley	Character Toys - Page 2
	Sulley Costume	A toy in a Sulley costume from Monsters University.	Character Townspeople	Townspeople	Toy Store Purchase -or- Sulley	Character Toys - Page 2
	Terry and Terri Perry	They share one body but have two very different minds.	Cast Members	Mission Giver	Toy Store Purchase -or- Sulley	Character Toys - Page 2
	Chick Hicks	Hostile Takeover Bank's racer of choice.	Cast Members	Mission Giver	Toy Store Purchase -or- Francesco	Character Toys - Page 3
	Francesco Bernoulli Paint Job	A car with a Francesco Bernoulli paint job from Cars 2.	Character Townspeople	Townspeople	Toy Store Purchase -or- Francesco	Character Toys - Page 3
	Willy's Butte	The iconic Willy's Butte from Cars.	Set Pieces	Static	Toy Store Purchase -or- Francesco	Character Toys - Page 3
	Finn McMissile	C.H.R.O.M.E.'s premiere secret agent.	Cast Members	Mission Giver	Toy Store Purchase -or- Holley	Character Toys - Page 3
	Finn McMissile Paint Job	A car with a Finn McMissile paint job from Cars 2.	Character Townspeople	Townspeople	Toy Store Purchase -or- Holley	Character Toys - Page 3
	Holley Shiftwell Paint Job	A car with a Holley Shiftwell paint job from Cars 2.	Character Townspeople	Townspeople	Toy Store Purchase -or- Holley	Character Toys - Page 3
	Luigi	An Italian import with a passion for tires and racing.	Cast Members	Mission Giver	Toy Store Purchase -or- Holley	Character Toys - Page 3
	Fillmore	Radiator Springs' resident organic fuel expert.	Cast Members	Mission Giver	Toy Store Purchase -or- Lightning McQueen	Character Toys - Page 3
	Flo	Owner of the V8 Café.	Cast Members	Mission Giver	Toy Store Purchase -or- Lightning McQueen	Character Toys - Page 3
	Lightning McQueen Paint Job	A car with a Lightning McQueen paint job from Cars.	Character Townspeople	Townspeople	Toy Store Purchase -or- Lightning McQueen	Character Toys - Page 3
	Ramone	Ready for a new look? Ramone's your car!	Cast Members	Mission Giver	Toy Store Purchase -or- Lightning McQueen	Character Toys - Page 3
	The Radiator Cap	The Radiator Cap from Cars.	Set Pieces	Static	Toy Store Purchase -or- Lightning McQueen	Character Toys - Page 3
	Guido	This little blue guy packs a "pit stop" punch!	Cast Members	Mission Giver	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Inflatable Guido Balloon	Attract customers to Luigi's latest sale with this eye-catching balloon.	Decorations	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Mater Paint Job	A car with a Mater paint job from Cars.	Character Townspeople	Townspeople	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain 3	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain 4	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain 5	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain Corner 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain Corner 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain Strip 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Radiator Springs Terrain Strip 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Mater	Character Toys - Page 3
	Blasting Zurgbot	Blasting Zurgbots are programmed to attack from a safe distance.	Enemies	Enemy	Toy Store Purchase -or- Buzz Lightyear	Character Toys - Page 4
	Buzz Lightyear Costume	A toy in a Buzz Lightyear costume from Toy Story.	Character Townspeople	Townspeople	Toy Store Purchase -or- Buzz Lightyear	Character Toys - Page 4
	Giant Blasting Zurgbot	An oversized Blasting Zurgbot.	Enemies	Enemy	Toy Store Purchase -or- Buzz Lightyear	Character Toys - Page 4
	Goo Volcano	The Goo Volcano from the Toy Story Play Set.	Set Pieces	Static	Toy Store Purchase -or- Buzz Lightyear	Character Toys - Page 4
	Mini Blasting Zurgbot	A miniature Blasting Zurgbot.	Enemies	Enemy	Toy Store Purchase -or- Buzz Lightyear	Character Toys - Page 4
	Rex	Andy's gentle giant of a dinosaur.	Cast Members	Mission Giver	Toy Store Purchase -or- Buzz Lightyear	Character Toys - Page 4
	Hamm	Andy's know-it-all piggy bank.	Cast Members	Mission Giver	Toy Store Purchase -or- Jessie	Character Toys - Page 4
	Jessie Costume	A toy in a Jessie costume from Toy Story 2.	Character Townspeople	Townspeople	Toy Store Purchase -or- Jessie	Character Toys - Page 4
	Pink Toy Story Horse	Ride like the wind aboard this Bullseye look-alike horse of a different color.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Jessie	Character Toys - Page 4
	Cavendish's Pistol Man	The Cavendish Gang's pistol expert.	Enemies	Enemy	Toy Store Purchase -or- Lone Ranger	Character Toys - Page 4
	Cavendish's Shotgun Man	The Cavendish Gang's shotgun expert.	Enemies	Enemy	Toy Store Purchase -or- Lone Ranger	Character Toys - Page 4
	Cavendish's TNT Man	The Cavendish Gang's TNT expert.	Enemies	Enemy	Toy Store Purchase -or- Lone Ranger	Character Toys - Page 4
	Lone Ranger Costume	A toy in a Lone Ranger costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Lone Ranger	Character Toys - Page 4
	Red Harrington	The proprietor of Red's Traveling Entertainments.	Cast Members	Mission Giver	Toy Store Purchase -or- Lone Ranger	Character Toys - Page 4
	Sheriff	Colby, Texas's reliable Sheriff.	Cast Members	Mission Giver	Toy Store Purchase -or- Lone Ranger	Character Toys - Page 4
	Train Engine	A train engine that drives like a sports car.	Vehicles and Mounts	Vehicle	Toy Store Purchase -or- Lone Ranger	Character Toys - Page 4
	Colby Terrain 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Colby Terrain 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Colby Terrain 3	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Colby Terrain 4	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Colby Terrain 5	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Colby Terrain Corner 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Colby Terrain Corner 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Colby Terrain Strip 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Colby Terrain Strip 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Engineer	Colby, Texas's one and only train Engineer.	Cast Members	Mission Giver	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Stage Coach	A stage coach that drives like a sports car.	Vehicles and Mounts	Vehicle	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Tonto Costume	A toy in a Tonto costume from The Lone Ranger.	Character Townspeople	Townspeople	Toy Store Purchase -or- Tonto	Character Toys - Page 4
	Giant Zurgbot	An oversized Zurgbot.	Enemies	Enemy	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Mini Zurgbot	A miniature Zurgbot.	Enemies	Enemy	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Slinky	A little doggie with a spring in his step.	Cast Members	Mission Giver	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain 3	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain 4	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain Corner 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain Corner 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain Strip 1	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain Strip 2	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Terrain Strip 3	Customizable Terrain.	Cluster Customization	Static	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Toy Story Zebra	Ride like the wind aboard this Bullseye look-alike horse of a different color.	Vehicles and Mounts	Mount	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Woody Costume	A toy in a Woody costume from Toy Story.	Character Townspeople	Townspeople	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Zurgbot	Zurgbots are programmed to battle at close quarters and really pack a punch.	Enemies	Enemy	Toy Store Purchase -or- Woody	Character Toys - Page 4
	Anna Costume	A toy in an Anna costume from Frozen.	Character Townspeople	Townspeople	Toy Store Purchase -or- Anna	Character Toys - Page 5
	Climbing Hook	Attack enemies from afar or cling to distant surfaces with Anna's Climbing Hook from Frozen.	Tool/Pack	Tool	Toy Store Purchase -or- Anna	Character Toys - Page 5
	Olaf Costume	A toy in an Olaf costume from Frozen.	Character Townspeople	Townspeople	Toy Store Purchase -or- Anna	Character Toys - Page 5
	Elsa Costume	A toy in an Elsa costume from Frozen.	Character Townspeople	Townspeople	Toy Store Purchase -or- Elsa	Character Toys - Page 5
	Giant Snowball	A giant snowball from Disney Infinity.	Instant Fun	Physics Ball	Toy Store Purchase -or- Elsa	Character Toys - Page 5
	Rapunzel Costume	A toy in a Rapunzel costume from Tangled.	Character Townspeople	Townspeople	Toy Store Purchase -or- Rapunzel	Character Toys - Page 5
	Rapunzel's Tower	Rapunzel's hidden home from Tangled.	Set Pieces	Static	Toy Store Purchase -or- Rapunzel	Character Toys - Page 5
	King Candy's Royal Racer	King Candy's racing cart from Wreck-It Ralph.	Vehicles and Mounts	Vehicle	Toy Store Purchase -or- Vanellope	Character Toys - Page 5
	Vanellope Von Schweetz Costume	A toy in a Vanellope Von Schweetz costume from Wreck-It Ralph.	Character Townspeople	Townspeople	Toy Store Purchase -or- Vanellope	Character Toys - Page 5
	Vanellope's Cherry Bomb	Blow up your enemies in stunning high definition with Vanellope's HD Cherry Bomb.	Tool/Pack	Tool	Toy Store Purchase -or- Vanellope	Character Toys - Page 5
	Vanellope's Candy Kart	Vanellope's sweet ride from Wreck-It Ralph.	Vehicles and Mounts	Vehicle	Toy Store Purchase -or- Vanellope	Character Toys - Page 5
	Nicelanders' Apartment Complex	The home of Wreck-It Ralph's Nicelanders.	Set Pieces	Static	Toy Store Purchase -or- Wreck-It Ralph	Character Toys - Page 5
	Ralph's Wrecking Truck	Wreck-It Ralph's brand new truck.	Vehicles and Mounts	Vehicle	Toy Store Purchase -or- Wreck-It Ralph	Character Toys - Page 5
	Wreck-It Ralph Costume	A toy in a Wreck-It Ralph costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Wreck-It Ralph	Character Toys - Page 5
	Wreck-It Ralph's Cherry Bomb	Wreck-It Ralph's Cherry Bomb may be retro but it still packs a punch.	Tool/Pack	Tool	Toy Store Purchase -or- Wreck-It Ralph	Character Toys - Page 5
	Agent P Costume	A toy in an Agent P costume from Phineas and Ferb.	Character Townspeople	Townspeople	Toy Store Purchase -or- Agent P.	Character Toys - Page 6
	Doofenshmirtz Evil Incorporated	The home and lab of Dr. Doofenshmirtz from Phineas and Ferb.	Set Pieces	Static	Toy Store Purchase -or- Agent P.	Character Toys - Page 6
	Dr. Doofenshmirtz Costume	A toy in a Dr. Doofenshmirtz costume from Phineas and Ferb.	Character Townspeople	Townspeople	Toy Store Purchase -or- Agent P.	Character Toys - Page 6
	Norm Costume	A toy in a Norm costume from Phineas and Ferb.	Character Townspeople	Townspeople	Toy Store Purchase -or- Agent P.	Character Toys - Page 6
	Halloween Town Gate	A gate from The Nightmare Before Christmas.	Set Pieces	Static	Toy Store Purchase -or- Jack Skellington	Character Toys - Page 6
	Halloween Town Jack–O–Lanterns	Devastate your opponents with Jack Skellington's frightening Halloween Town Jack–O–Lanterns.	Tool/Pack	Tool	Toy Store Purchase -or- Jack Skellington	Character Toys - Page 6
	Jack Skellington Costume	A toy in a Jack Skellington costume from The Nightmare Before Christmas.	Character Townspeople	Townspeople	Toy Store Purchase -or- Jack Skellington	Character Toys - Page 6
	Sally Costume	A toy in a Sally costume from The Nightmare Before Christmas.	Character Townspeople	Townspeople	Toy Store Purchase -or- Jack Skellington	Character Toys - Page 6
	Baseball Shooter	Shoot baseballs at blazing speeds with Phineas's Baseball Gun.	Tool/Pack	Tool	Toy Store Purchase -or- Phineas	Character Toys - Page 6
	Candace Costume	A toy in a Candace costume from Phineas and Ferb.	Character Townspeople	Townspeople	Toy Store Purchase -or- Phineas	Character Toys - Page 6
	Ferb Costume	A toy in a Ferb costume from Phineas and Ferb.	Character Townspeople	Townspeople	Toy Store Purchase -or- Phineas	Character Toys - Page 6
	Phineas and Ferb's Water Slide	One of Phineas and Ferb's most impressive back yard creations!	Set Pieces	Static	Toy Store Purchase -or- Phineas	Character Toys - Page 6
	Phineas Costume	A toy in a Phineas costume from Phineas and Ferb.	Character Townspeople	Townspeople	Toy Store Purchase -or- Phineas	Character Toys - Page 6
	Cruella De Vil Costume	A toy in a Cruella De Vil costume from 101 Dalmatians.	Character Townspeople	Townspeople	Toy Store Purchase -or- Sorcerer's Apprentice Mickey	Character Toys - Page 6
	Evil Queen Costume	A toy in an Evil Queen costume from Snow White and the Seven Dwarfs.	Character Townspeople	Townspeople	Toy Store Purchase -or- Sorcerer's Apprentice Mickey	Character Toys - Page 6
	Hades Costume	A toy in a Hades costume from Hercules.	Character Townspeople	Townspeople	Toy Store Purchase -or- Sorcerer's Apprentice Mickey	Character Toys - Page 6
	Jafar Costume	A toy in a Jafar costume from Aladdin.	Character Townspeople	Townspeople	Toy Store Purchase -or- Sorcerer's Apprentice Mickey	Character Toys - Page 6
	Maleficent Costume	A toy in a Maleficent costume from Sleeping Beauty.	Character Townspeople	Townspeople	Toy Store Purchase -or- Sorcerer's Apprentice Mickey	Character Toys - Page 6
	Sorcerer's Apprentice Mickey	A toy in a Sorcerer's Apprentice Mickey costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Sorcerer's Apprentice Mickey	Character Toys - Page 6

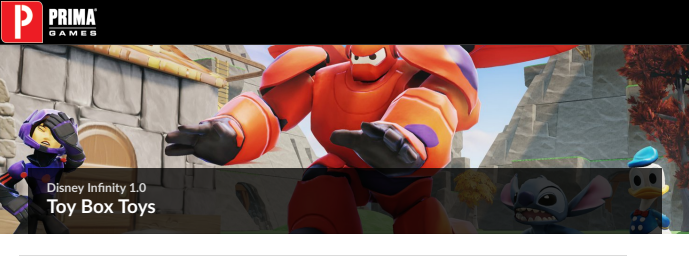


Disney Infinity 1.0

Starting Toys

Starting Toys

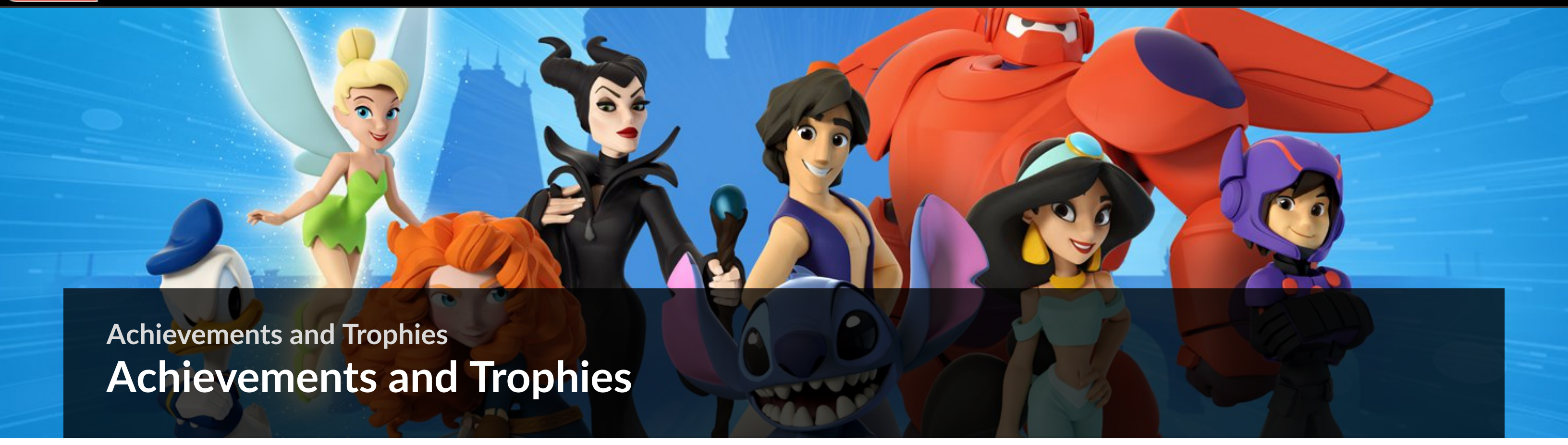
Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	Agrabah Guard	The Sultan's guard from Aladdin.	Enemies	Enemy	Starting Toy	Starting Toys - Page 1
	Attack Copter	Take to the skies in this combat-ready copter!	Vehicles and Mounts	Air Vehicle	Starting Toy	Starting Toys - Page 1
	Autopia Car (blue)	The attraction vehicle from Disney Parks' Autopia	Vehicles and Mounts	Vehicle	Starting Toy	Starting Toys - Page 1
	Beach Ball	A beach ball from Disney Infinity.	Instant Fun	Physics Ball	Starting Toy	Starting Toys - Page 1
	Bluff	A section of terrain with a grassy ramp.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Capsule Creator	When this beacon is activated, breakable objects will be randomly placed in your Toy Box from time to time.	Instant Fun	Custom	Starting Toy	Starting Toys - Page 1
	Cinderella Castle	The iconic symbol of Walt Disney World's Magic Kingdom park.	Set Pieces	Static	Starting Toy	Starting Toys - Page 1
	Corner Block with Ramps	A section of terrain that includes switchback ramps.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Crate	A breakable object from Disney Infinity.	Decorations	Breakable	Starting Toy	Starting Toys - Page 1
	Disney Infinity Spruce Tree	A Disney Infinity tree.	Plants	Breakable	Starting Toy	Starting Toys - Page 1
	Enemy Creator	When this beacon is activated, enemies will be randomly introduced into your Toy Box from time to time.	Instant Fun	Custom	Starting Toy	Starting Toys - Page 1
	Floating Rope Cliff	A floating cliff with a rope for climbing.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Floating Waterfall	A jutting section of terrain with a small waterfall pouring over the side.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Frog	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 1
	Lamp Post	Fantasy landscape from Disney Infinity.	Decorations	Static	Starting Toy	Starting Toys - Page 1
	Large Corner Hill	A section of terrain that is raised in one corner.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Large Corner Slope	A section of terrain that sinks in one corner.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Large Rounded Cliff	A section of rounded cliff terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Large Terrain Block	A large, square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Log	Paul Bunyan aficionados will love this log!	Decorations	Static	Starting Toy	Starting Toys - Page 1
	Massive Rounded Cliff	A section of rounded cliff terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Narrow Floating Cliff	An outer edge of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Pond	A section of terrain that includes a pond.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Rhino Guard	Prince John's henchman from Robin Hood.	Enemies	Enemy	Starting Toy	Starting Toys - Page 1
	River	A section of terrain that includes a river.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	River Gazebo	A gazebo surrounded by a flowing river.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Rocky Layered Block	A section of rocky terrain for climbing.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Rocky Terrain Block	A section of rocky terrain for climbing.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Sky Changer	Change your sky with a mere push of a button.	Instant Fun	Custom	Starting Toy	Starting Toys - Page 1
	Slope	A section of terrain that includes a large slope.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Small Bridge Cliff	A section of terrain with a small bridge.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Small Disney Infinity Spruce Tree	A Disney Infinity tree.	Plants	Breakable	Starting Toy	Starting Toys - Page 1
	Small Rocky Terrain Block 1	A small section of rocky terrain for climbing.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Soldier of Clubs Costume	A combat toy in a Soldier Card costume from Alice in Wonderland.	Enemies	Enemy	Starting Toy	Starting Toys - Page 1
	Soldier of Hearts Costume	A combat toy in a Soldier Card costume from Alice in Wonderland.	Enemies	Enemy	Starting Toy	Starting Toys - Page 1
	Step Cliff	A section of terrain with climbing cliff steps.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Stepped Grassy Corner	A corner section of stepped terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Stunt Buggy	The perfect buggy for stunts and off-road racing.	Vehicles and Mounts	Vehicle	Starting Toy	Starting Toys - Page 1
	Terrain Block	A square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	The King's Guard	The King's guard from Tangled.	Enemies	Enemy	Starting Toy	Starting Toys - Page 1
	Tiny Terrain Block	A tiny, square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Toy Box Blaster	The Toy Box's most basic, reliable blaster.	Tool/Pack	Tool	Starting Toy	Starting Toys - Page 1
	Toy Box Terrain Creator	Place this Creator to quickly build some terrain.	Builders and Creators	Creator	Starting Toy	Starting Toys - Page 1
	Wide Floating Cliff	An outer edge of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 1
	Arched Race Track Ramp	A race track ramp from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Banked Race Track Curve	A banked section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Banked Race Track Turn	A banked section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Bowed Race Track Ramp	A race track ramp from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Disney Infinity Flowers 1	Disney Infinity flowers.	Plants	Static	Starting Toy	Starting Toys - Page 2
	Disney Infinity Flowers 2	Disney Infinity flowers.	Plants	Static	Starting Toy	Starting Toys - Page 2
	Disney Infinity Flowers 3	Disney Infinity flowers.	Plants	Static	Starting Toy	Starting Toys - Page 2
	Disney Infinity Leaf Patch	A Disney Infinity plant.	Plants	Static	Starting Toy	Starting Toys - Page 2
	Disney Infinity Pine Tree	A Disney Infinity pine tree.	Plants	Static	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain 1	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain 2	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain 3	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain 4	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain 5	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain Corner 1	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain Corner 2	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain Strip 1	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Fantasy Terrain Strip 2	Fantasy landscape from Disney Infinity.	Plants	Customization Cluster	Starting Toy	Starting Toys - Page 2
	Flat Race Track Ramp	A race track ramp from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Large Disney Infinity Pine Tree	A Disney Infinity pine tree.	Plants	Static	Starting Toy	Starting Toys - Page 2
	Long Race Track	A straight section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Long Race Track Ramp	A race track ramp from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Medium Race Track	A straight section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Race Track	A straight section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Race Track Curve	A curved section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Race Track Intersection	A race track intersection from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Race Track Left	A veering section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Race Track Right	A veering section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Race Track Start	A race track starting line from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Short Race Track	A straight section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Short Race Track Curve	A curved section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Small Disney Infinity Pine Tree	A Disney Infinity pine tree.	Plants	Static	Starting Toy	Starting Toys - Page 2
	Steep Arched Race Track Ramp	A steep race track ramp from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Steep Bowed Race Track Ramp	A steep race track ramp from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Steep Flat Race Track Ramp	A steep race track ramp from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Toy Box Race Track Creator	Place this Creator to quickly build a race track.	Builders and Creators	Creator	Starting Toy	Starting Toys - Page 2
	Toy Box Stunt Track Creator	Place this Creator to quickly build a race track with stunts.	Builders and Creators	Creator	Toy Store Purchase	Starting Toys - Page 2
	Toy Box Track Creator	Place this Creator to quickly build a track.	Builders and Creators	Creator	Starting Toy	Starting Toys - Page 2
	Toy Box Winding Track Creator	Place this Creator to quickly build a race track with lots of turns and hills.	Builders and Creators	Creator	Toy Store Purchase	Starting Toys - Page 2
	Very Long Race Track	A straight section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Very Short Race Track	A straight section of race track from Disney Infinity.	Race Track Pieces	Track	Starting Toy	Starting Toys - Page 2
	Cliff Ledge	An outer edge of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Cliff Slope 1	A section of terrain with a sloping cliff.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Cliff Slope 2	A section of terrain with a sloping cliff.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Curved Floating Bridge	A section of terrain with a curving bridge.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Flat Terrain Block	A square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Floating Bridge Hill	A section of terrain with an arched bridge.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Grassy Bridge	A section of terrain that includes a grassy bridge.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Jutting Ledge	A section of terrain that includes a grassy perch.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Large Cliff Ledge	A jutting edge of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Large Flat Terrain Block	A large, square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Large Slope	A section of terrain that includes a slope.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Long Flat Terrain Block	A long, flat terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Long Tiny Terrain Block	A long, tiny terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Massive Terrain Block	A large, square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Medium Cliff Ledge	A small, jutting edge of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Overhanging Corner	A rocky, overhanging ledge corner.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Overhanging Ledge	A rocky, overhanging ledge.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Sloping Hill	A small section of sloping terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Small Cliff Ledge	A corner edge of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Small Flat Terrain Block	A small, square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Small Floating Cliff	An outer edge of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Small Jutting Ledge	An outer edge of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Small Ramp Cliff	A section of terrain that includes a short ramp.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Small Slope	A section of terrain that includes a small slope.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Small Terrain Block	A small, square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Tall Narrow Terrain Block	A tall, narrow terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Tall Terrain Block	A tiny, square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Tiny Slope	A tiny section of sloping terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Tiny Tall Terrain Block	A tiny, square terrain block.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Wide Floating Bridge Hill	A section of terrain with a wide bridge.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Winding Floating Bridge 1	A winding section of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Winding Floating Bridge 2	A winding section of terrain.	Terrain	Static	Starting Toy	Starting Toys - Page 3
	Arch Block	A building block that can be used as a doorway or path.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Balcony	An overhanging building block ledge.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Block Wall	A building block wall.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Block Wall Corner	A building block wall corner.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Column	A building block column.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Curved Block	This building block with a rounded top can cap your block structure.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Dip Beam	A recessed building block beam.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Full Dome	A complete building block dome.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Half Dome	Half of a building block dome.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Large Block Wall	A large building block wall.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Large Floor	A large building block floor.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Ledge Block	A building block with a ledge for climbing.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Long Block	A long building block.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Long Support Arch	A long building block for arch construction.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Long Wedge Block	A long, wedge-shaped building block that can be used as a ramp or a jump.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Obelisk	A decorative obelisk building block.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Onion Dome	An onion-shaped building block dome.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Pillar Block	A building block pillar.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Ramp Block	A wedge-shaped building block that can be used as a ramp or jump.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Ramp Vertical	A tall, vertical wedge-shaped block that can be used as a ramp or a jump.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Rounded Ledge Block	A rounded building block with a ledge for climbing.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Short Block Wall	A building block wall.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Short Support Arch	A short building block for arch construction.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Small Floor	A building block floor.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Square Block	A square building block.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Stairs	A building block with built-in stairs.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Tall Block	A tall building block.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Tall Vaulted Platform	A tall, vaulted building block platform.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Triangle Block	A decorative, pyramid-shaped building block.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Trim	A building block with decorative trim.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Upside-Down Curved Block	An upside-down rounded building block.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Upside-Down Full Dome	An upside-down building block dome.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Upside-Down Half Dome	An upside-down building block half dome.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Upside-Down Triangle Block	An upside-down pyramid-shaped building block.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Vaulted Platform	A vaulted building block platform.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Wedge Block	A wedge-shaped building block that can be used as a ramp or a jump.	Basic Blocks	Static	Starting Toy	Starting Toys - Page 4
	Bear	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 5
	Bending Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Bird	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 5
	Buck	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 5
	Bump Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Curved Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Deer	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 5
	Dipped Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Gopher	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 5
	Left Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Left Upward Curving Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Rabbit	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 5
	Ramp Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Rat	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 5
	Right Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Right Upward Curving Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Short Straight Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Steep Bending Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Steep Ramp Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Straight Rail	Connect rails together from end to end, then hop on for the ride of your life!	Platforming Toys	Rail Grind	Starting Toy	Starting Toys - Page 5
	Wolf	A woodland critter from Disney Infinity.	Critters	Critter	Starting Toy	Starting Toys - Page 5



Disney Infinity 1.0
Toy Box Toys

Toy Box Toys

Icon	Toy Name	Description	Category	Function	Unlock	Toy Store Page
	Identity Disc	Ensure your safety in the world of Tron.	Tool/Pack	Pack	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Light Runner	The Grid poses no problem to those who drive this sleek vehicle from Tron.	Vehicles and Mounts	Vehicle	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Recognizer	Hover over the Grid in this oversized vehicle from Tron.	Vehicles and Mounts	Air Vehicle	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Toy Box Platform Creator	Place this Creator to quickly build a platform game.	Builders and Creators	Creator	Toy Store Purchase	Toy Box Toys - Page 1
	Toy Box Platform Builder	This little toy will help you build a platform game.	Builders and Creators	Builder	Toy Store Purchase	Toy Box Toys - Page 1
	Invisinator	Dr. Doofenshmirtz's invention that will make you temporarily invisible.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Erupting Lava Block	A dangerous lava block.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Lava Block	A building block covered in hot lava.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Large Lava Block	A large building block covered in hot lava.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Huge Lava Block	A dangerous piece of terrain.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Massive Lava Block	A dangerous piece of terrain.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Conveyor Belt	A building block with a moving, conveyor belt floor.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Moving Wall	A wall that is always moving from side to side.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Elevator Platform	An elevator platform that will help lift you to new heights.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	The Flipper	A continuously flipping platform.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	The Spinner	A platform that intermittently rotates in place.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	The Big Spinner	A large platform that intermittently rotates in place.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Pendulum	A large mallet that continually swings back and forth.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Horizontal Mover	A platform that moves from side to side.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Masher	A block that pounds the ground, crushing anything beneath it.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Parallel Pipes	Two parallel walls, perfect for jumping and climbing.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Pipe Climb Block	A building block with a climbing pipe.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Super Cannon	Launch objects with this Super Cannon. You can even jump in and launch yourself!	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Fan	A floor fan that will give you a breezy, skyward boost.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Tar Trap	Passing over this floor panel will slow you down.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Floor Spikes	Sharp spikes will occasionally shoot up from this floor panel.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Tripwire	Steer clear of this troublesome obstacle.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Hop Over Gate	A breakable obstacle gate for jumping.	Platforming Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Cannon Base	A cannon attached to a large building block.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Pop Up Turret	If anyone dares approach this turret, it will pop up and begin firing.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Slingshot	Launch toys into orbit with this slingshot.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Exploding Mine	This volatile mine will explode when touched.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Automatic Door	An automatic door that opens when approached.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Tall Automatic Door	A tall, automatic door that opens when approached.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Automatic Double Door	Tall, automatic double doors that open when approached.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Splash Pool	An inflatable swimming pool.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 1
	Long, Tiny, and Thin Terrain Block	A Toy Box terrain piece.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Long, Tiny, and Tall Terrain Block	A Toy Box terrain piece.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Thin and Tiny Terrain Block	A Toy Box terrain piece.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Small and Thin Terrain Block	A Toy Box terrain piece.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Shallow Floating Cliff	A Toy Box terrain piece.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Small Corner Slope	A section of terrain that sinks in one corner.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Small Corner Hill	A section of terrain that is raised in one corner.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Corner Slope	A section of terrain that sinks in one corner.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Corner Hill	A section of terrain that is raised in one corner.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Right Top Canyon Wall	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Left Top Canyon Wall	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Narrow Canyon Wall	A narrow section of canyon wall.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Canyon Wall	A section of canyon wall.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Wide Canyon Wall	A wide section of canyon wall.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Extra Wide Canyon Wall	An extra wide section of canyon wall.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Short and Narrow Canyon Wall	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Short Canyon Wall	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Wide and Short Canyon Wall	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Short and Extra Wide Canyon Wall	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Small Canyon Curve	A small section of curving canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Canyon Curve	A section of curving canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Large Canyon Curve	A large section of curving canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Small Canyon Outer Curve	A small, outer section of curving canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Canyon Outer Curve	An outer section of curving canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Medium Canyon Outer Curve	A medium, outer section of curving canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Large Canyon Outer Curve	A large, outer section of curving canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Small and Short Canyon Curve	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Short Canyon Curve	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Large and Short Canyon Curve	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Small and Short Canyon Outer Curve	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Short Canyon Outer Curve	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Short and Medium Canyon Outer Curve	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Large and Short Canyon Outer Curve	A piece of the Canyon Wall terrain set.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Narrow Cliff Ledge	Small cliff terrain.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Large Cliff	Medium-sized cliff terrain.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Climbing Cliff	Cliff terrain with ledges for climbing.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Cave Cliff	Cliff terrain with a cave entrance.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Cliff	Cliff terrain.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Cliff Corner	Cliff terrain with a curved side.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Small Cliff Corner	A Toy Box terrain piece.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	The Matterhorn	Disneyland's Matterhorn Bobsleds attraction.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Mountain Tunnel	A section of terrain with a tunnel that winds through a mountain.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Mountain Cave	A section of terrain with a cave underneath a mountain.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Short Cave Block	A section of terrain that includes an underground cave fort.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Rocky Climbing Block	A section of rocky terrain for climbing.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Climbing Ledge Wall	A flat wall with ledges for climbing.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Banked Curve	A banked section of curving terrain.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Plateau Block with Ramp	A section of terrain that includes a ramp.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Hillside Block	A section of terrain that includes a sloped hillside.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Square Rocky Terrain Block	A section of rocky terrain for climbing.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Rocky Ramp Block	A section of terrain that includes a ramp.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Small Rocky Terrain Block 2	A small section of rocky terrain for climbing.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Small Rocky Terrain Block 3	A small section of rocky terrain for climbing.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Rocky Wall Block	A section of rocky terrain with two parallel walls, perfect for jumping and climbing.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Hanging Rope Cliff	A section of rocky terrain with a rope for climbing.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Ramp Cliff	A section of terrain that includes a ramp.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Riverbend	A section of terrain with a turning river.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Lake	A large section of terrain that includes a lake.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Waterfall	A section of terrain with a that includes a waterfall falling over a cliff.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Medium Waterfall	A section of terrain that includes a large waterfall falling over a cliff.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave Waterfall	A section of terrain with a waterfall in front of a cave mouth.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Mining Tunnel	A section of terrain that features a cave with support beams.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave Tunnel	A section of terrain that features a cave tunnel.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave End	A section of terrain that features the end of a cave.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave Bend	A cave tunnel that turns 90 degrees.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave	A cave section of terrain.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave Intersection	A section of terrain that features intersecting caves.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave and Well	A section of terrain that features a cave beneath an above ground well.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave Fort	A section of terrain that features a large, underground cave.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Cave Fort Block	A square section of terrain that features a large, underground cave.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Crystal Cavern	A piece of terrain with crystals on the bottom section.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Treasure Grotto	A piece of terrain with a chasm full of gold.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Canyon Gulley	A section of terrain that features a canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Canyon End	A section of terrain that features the end of a canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Canyon Bend	A section of terrain that features a curving canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 2
	Canyon Split	A section of terrain that features a splitting canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Canyon Divide	A section of terrain that features a splitting canyon.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Underground Pipe Tunnel	A section of terrain with an underground pipe tunnel.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Underground Pipe End	A section of terrain with the end of an underground pipe.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Underground Pipe Bend	A section of terrain with a turning, underground pipe.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Underground Pipe Branch	A section of terrain with underground pipes that split three ways.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Underground Pipe Intersection	A section of terrain with underground pipes that split four ways.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Underground Pipe Entrance/Exit	A section of terrain with a hole for accessing underground pipes.	Terrain	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 3
	Square Blip Block	A square, breakable building block that can be destroyed.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Tall Blip Block	A tall, breakable building block that can be destroyed.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Long Blip Block	A long, breakable building block that can be destroyed.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Long Wedge Blip Block	A long, breakable, wedge-shaped building block that can be destroyed.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Arch Blip Block	A breakable building block that can be used as a doorway or path.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Pillar Blip Block	A breakable building block pillar.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Curved Blip Block	This breakable building block with a rounded top can cap your block structure.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Triangle Blip Block	A breakable, pyramid-shaped building block.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Wedge Blip Block	A breakable, wedge-shaped building block that can be used as a ramp or a jump.	Basic Blocks	Blip Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Reset-o-matic	Use this toy to reset the state of Dynamic Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Glass Block	A glass building block that is easily destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Tall Glass Block	A tall, glass building block that is easily destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Long Glass Block	A long, glass building block that is easily destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Wooden Block	A wooden building block that can be destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Tall Wooden Block	A tall, wooden building block that can be destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Long Wooden Block	A long, wooden building block that can be destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Metal Block	A metal building block that is not easily destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Tall Metal Block	A tall, metal building block that is not easily destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Long Metal Block	A long, metal building block that is not easily destroyed.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Explosive Block	An explosive building block.	Instant Fun	Physics Block	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Egg	A breakable object from Disney Infinity.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Boulder	A toy boulder from Disney Infinity.	Instant Fun	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Spare Tire	A tire that can be kicked around or towed.	Instant Fun	Towable	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Pinball Bumper	A pinball bumper from Disney Infinity.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Pinball Bouncer	A pinball bouncer from Disney Infinity.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Left Pinball Flipper	A pinball flipper from Disney Infinity.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Right Pinball Flipper	A pinball flipper from Disney Infinity.	Instant Fun	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 4
	Race Track Split	A race track split or merge from Disney Infinity.	Race Track Pieces	Track	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Race Track Junction	A race track split or merge from Disney Infinity.	Race Track Pieces	Track	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Race Track Bridge	A bridged section of race track ramp from Disney Infinity.	Race Track Pieces	Track	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Half Loop	A stunt park feature from the Cars Play Set.	Race Track Pieces	Track	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Driving Loop	A stunt park feature from the Cars Play Set.	Race Track Pieces	Track	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Launching Ramp	This driving ramp and Boost Pad are ideal for distance jumping.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Quarter Pipe Ramp	This driving ramp and Boost Pad are ideal for vertical jumping.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Boost Pad	Get a burst of speed when you drive over this Boost Pad.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Ring of Fire	Impress your fans when you jump your car through this burning obstacle.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Chicane	A roadway obstacle from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Chicane Base	A roadway obstacle from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Chicane End	A roadway obstacle from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Chicane Hop Over	A roadway obstacle from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Speed Bump	A roadway obstacle from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Single Tire Fence	A short section of tire fence from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Straight Tire Fence	A tire fence from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Curved Tire Fence	A curved, tire fence from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Narrow Barrier	A race track barrier from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Wide Barrier	A race track barrier from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Barrier Corner	A race track barrier from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Large Curved Barrier	A race track barrier from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Curved Barrier	A race track barrier from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Small Curved Barrier	A race track barrier from Disney Infinity.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	X Games Stunt Platform	Show off your skills and your courage with this stunt platform from ESPN's X Games.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	X Games Stunt Ramp	Show off your skills and your courage with this stunt ramp from ESPN's X Games.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	X Games Rolling Stunt Ramp	Show off your skills and your courage with this rolling stunt ramp from ESPN's X Games.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	X Games Stunt Pipe Corner	Show off your skills and your courage with this stunt pipe corner from ESPN's X Games.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	X Games Stunt Quarter Pipe	Show off your skills and your courage with this stunt quarter pipe from ESPN's X Games.	Race Track Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 5
	Mad Hatter Costume	A toy in a Mad Hatter costume from Alice in Wonderland.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Scrooge McDuck Costume	A toy in a Scrooge McDuck costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	TRON Costume	A toy in a TRON costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Knight Costume	An enchanted suit of armor from Bedknobs and Broomsticks.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Merlin Costume	A toy in a Merlin costume from The Sword in the Stone.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Prince Charming Costume	A toy in a Prince Charming costume from Cinderella.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Grand Duke Costume	A toy in a Grand Duke costume from Cinderella.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	King Costume	A toy in a King costume from Cinderella.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Cinderella Costume	A toy in a Cinderella costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Fairy Godmother Costume	A toy in a Fairy Godmother costume from Cinderella.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Snow White Costume	A toy in a Snow White costume from Snow White and the Seven Dwarfs.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Dopey Costume	A toy in a Dopey costume from Snow White and the Seven Dwarfs.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Grumpy Costume	A toy in a Grumpy costume from Snow White and the Seven Dwarfs.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Peter Pan Costume	A toy in a Peter Pan costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Captain Hook Costume	A toy in a Captain Hook costume from Peter Pan.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Ariel Costume	A toy in an Ariel costume from The Little Mermaid.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Genie Costume	A toy in a Genie costume from Aladdin.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Belle Costume	A toy in a Belle costume from Beauty and the Beast.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Gaston Costume	A toy in a Gaston costume from Beauty and the Beast.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Pinocchio Costume	A toy in a Pinocchio costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Jiminy Cricket Costume	A toy in a Jiminy Cricket costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Kermit the Frog Costume	A toy in a Kermit the Frog costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Miss Piggy Costume	A toy in a Miss Piggy costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Animal Costume	A toy in an Animal costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Winnie the Pooh Costume	A toy in a Winnie the Pooh costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Tigger Costume	A toy in a Tigger costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Robin Hood Costume	A toy in a Robin Hood costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Nanny Costume	A toy in a nanny costume.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Elliott Costume	A toy in an Elliott costume from Pete's Dragon.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Matterhorn Yeti Costume	The toy in a yeti costume from the Matterhorn Bobsleds at Disneyland.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Fix-It Felix, Jr. Costume	A toy in a Fix-It Felix, Jr. costume from Wreck It Ralph.	Character Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Sorcerer's Broom Costume	A combat toy in a Sorcerer Broom costume from Fantasia.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Gator Goon Costume	A combat toy in a goon costume from Sleeping Beauty.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Pig Goon Costume	A combat toy in a goon costume from Sleeping Beauty.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Vulture Goon Costume	A combat toy in a goon costume from Sleeping Beauty.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Beagle Boy Costume	A combat toy in a Beagle Boy costume from DuckTales.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Weasel Costume	A combat toy in a Weasel costume from The Wind in the Willows.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Jack-O-Lantern in the Box Costume	A combat toy in a Jack-O-Lantern in the Box costume from The Nightmare Before Christmas.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Vampire Teddy Costume	A combat toy in a Vampire Teddy costume from The Nightmare Before Christmas.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Lock Costume	A combat toy in a Lock costume from The Nightmare Before Christmas.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Shock Costume	A combat toy in a Shock costume from The Nightmare Before Christmas.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Barrel Costume	A combat toy in a Barrel costume from The Nightmare Before Christmas.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Oogie Boogie Costume	A combat toy in an Oogie Boogie costume from The Nightmare Before Christmas.	Enemies	Enemy	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 6
	Castle Front Entrance	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Front Full	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Stairs	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Tower Base	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Long Castle Top Archway	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Top Archway	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Short Castle Top Archway	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Small Castle Floor	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Floor	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Large Castle Floor	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Tower Top	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Square Castle Tower	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Tower 1	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Tower 2	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Tower 3	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Spire 1	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Spire 2	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall and Bridge	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Bridge	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Ramp	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall and Tower 1	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Wide Castle Wall and Tower	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Tower Corner 1	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Tower Corner 2	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall and Tower 2	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Ladder Wall	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Rope Wall	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall Lookout	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Extended Castle Wall Corner	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Short Castle Wall Corner	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Short Castle Wall	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Short Castle Wall Double Arch	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Short Castle Ladder Wall	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Short Castle Rope Wall	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall Inside Corner	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall Angled Corner	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall Overhang	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Short Castle Wall Inside Corner	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Castle Wall Corner	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Short Castle Wall Angled Corner	A section of Cinderella Castle from Walt Disney World's Magic Kingdom park.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 7
	Agrabah Palace Entrance	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Base	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Front	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Columns	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Wall	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Wall Corner	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Wall Long	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Wall Lookout	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Ramp	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Tower 1	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Tower 2	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Tower 3	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Agrabah Palace Tower 4	A section of the Sultan's Palace from Aladdin.	Disney Infinity [1.0] Building Sets	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Tower Fort	A terrain block that features a large tower fort.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Dungeon	A terrain block that features a dungeon.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Scrooge McDuck's Money Bin	Scrooge McDuck's Money Bin, straight from Duckburg's Killmotor Hill.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Pride Rock	The Pride Lands' iconic landmark from The Lion King.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Cave of Wonders	Aladdin's magical Cave of Wonders.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	The Sword in the Stone	Whoso pulleth out this sword of this stone and anvil is rightwise king born of England.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Scottish Stone Circle	The mysterious stone circle from Brave.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Epcot's Spaceship Earth	Epcot's iconic, geodesic sphere.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Haunted Mansion	Disneyland's Haunted Mansion attraction.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Monstro the Whale	The Monstro entrance to Disneyland's Storybook Land Canal Boats attraction.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Carl Fredricksen's House	Carl Fredricksen's flying house from Up.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	New Holland Windmill	The hilltop beacon from Frankenweenie.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 8
	Toy Box Forest Creator	Place this Creator to quickly build a forest.	Builders and Creators	Creator	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Toy Box Forest Builder	This little toy will help you build a forest.	Builders and Creators	Builder	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Disney Infinity Bush 1	A Disney Infinity bush.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Disney Infinity Bush 2	A Disney Infinity bush.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Disney Infinity Tree 1	A Disney Infinity tree.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Disney Infinity Tree 2	A Disney Infinity tree.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Box Topiary	Topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Cone Topiary	Topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Stacked Cube Topiary	Topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Tear Drop Topiary	Topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Mickey Topiary	Mickey-shaped topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Simple Topiary	Topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Spiral Topiary	Topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Rounded Topiary	Topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Torus Topiary	Topiary from Disney Infinity.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Bear Topiary	Topiary from Disneyland's it's a small world attraction.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Brontosaurus Topiary	Topiary from Disneyland's it's a small world attraction.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Elephant Topiary	Topiary from Disneyland's it's a small world attraction.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Giraffe Topiary	Topiary from Disneyland's it's a small world attraction.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Cube Topiary	Topiary from Disneyland's it's a small world attraction.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Moose Topiary	Topiary from Disneyland's it's a small world attraction.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Rhino Topiary	Topiary from Disneyland's it's a small world attraction.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Hedge Wall	A hedge wall.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Hedge Arch	A hedge wall with an entry arch.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Hedge Corner	A hedge wall corner.	Plants	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 9
	Couch	A couch from Disney Infinity.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Chair	A chair from Disney Infinity.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Trunk	A trunk from Disney Infinity.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Barrel	A breakable object from Disney Infinity.	Decorations	Breakable	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Bee Hive	A breakable object from Disney Infinity.	Decorations	Breakable	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Cardboard Box	A breakable object from Disney Infinity.	Decorations	Breakable	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Chicken Coop	A breakable object from Disney Infinity.	Decorations	Breakable	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Jack-O-Lantern	A breakable object from Disney Infinity.	Decorations	Breakable	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Retro TV	A breakable object from Disney Infinity.	Decorations	Breakable	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Box o' Fireworks	A breakable object from Disney Infinity.	Decorations	Breakable	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Short Tiki Torch	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Tiki Torch	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Tall Tiki Torch	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Brown Hair Tiki Totem	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Green Hair Tiki Totem	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Angered Tiki Monument	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Concerned Tiki Monument	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Grumbling Tiki Monument	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Melancholy Tiki Monument	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Powerful Tiki Monument	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Little Mad Tiki Monument	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Little Sad Tiki Monument	Turn any Toy Box into a Tiki Room with this decoration.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Short Barricade	Give your Toy Box a medieval look with this barricade.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Long Barricade	Give your Toy Box a medieval look with this barricade.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Barricade Post	Give your Toy Box a medieval look with this barricade post.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Canyon Rope Railing	A piece of the Canyon Wall terrain set.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Picket Fence	A section of picket fence from Disney Infinity.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Fence Corner	A picket fence corner from Disney Infinity.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Curved Fence Corner	A curved picket fence corner from Disney Infinity.	Decorations	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Short Wooden Ladder	Give your Toy Box a medieval look with this wooden ladder.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Wooden Ladder	Give your Toy Box a medieval look with this wooden ladder.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Long Wooden Ladder	Give your Toy Box a medieval look with this wooden ladder.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Wooden Bridge Platform	Give your Toy Box a medieval look with this wooden bridge platform.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Short Wooden Bridge	Give your Toy Box a medieval look with this wooden bridge.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Wooden Bridge	Give your Toy Box a medieval look with this wooden bridge.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Long Wooden Bridge	Give your Toy Box a medieval look with this wooden bridge.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Short Canyon Bridge	A piece of the Canyon Wall terrain set.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Canyon Bridge	A piece of the Canyon Wall terrain set.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Rope Bridge	Give your Toy Box a medieval look with this rope bridge.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Wide Rope Bridge	Give your Toy Box a medieval look with this rope bridge.	Platforming Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 10
	Toy Box Logic Builder	This little toy will help you build a logic game.	Builders and Creators	Builder	Toy Store Purchase	Toy Box Toys - Page 11
	Monster Truck Panel	Shrink or grow your car by driving over this floor panel.	Race Track Pieces	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Counter	Create an on-screen counter to track progress and events from other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Dual Action Trigger	The Dual Action Trigger only goes off when both required actions have been completed.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Repeater	Activates other Creativi-Toys at a defined time interval.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Replayer	Use the Replayer to watch your creations get rebuilt over and over again.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Scoreboard	Keep track of everyone's score with the Scoreboard. You can determine when and how it scores.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Time Delayer	Delays the activation of your Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Timer	Set a deadline for your game with the Timer! Adjust the settings to make it count up or down, and determine what will happen when time runs out.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Victory Tracker	Set parameters for your game with this Creativi-Toy that tracks enemy and player defeats.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Bird's Eye Camera	A camera that captures the action from an overhead view.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Side-Step Camera	A camera that captures the action by scrolling from side to side.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Blue Team Activator	Step into the Blue Team Activator to become a member of that team! You can change the settings to assign other players to the Blue Team as well.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Orange Team Activator	Step into the Orange Team Activator to become a member of that team! You can change the settings to assign other players to the Orange Team as well.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Green Team Activator	Step into the Green Team Activator to become a member of that team! You can change the settings to assign other players to the Green Team as well.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Purple Team Activator	Step into the Purple Team Activator to become a member of that team! You can change the settings to assign other players to the Purple Team as well.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Marching Orders	Determines which direction friends and enemies will travel.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Racing Gate	Place this Racing Gate on a completed track loop to create a racing event.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Trigger Area	Pass through this zone to activate other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Trigger	Step on or drive over this floor pad to activate other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Action Button	A press of this button will activate other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Target	Shoot this Target to activate other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Power Switch	A switch that can activate or deactivate Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Stopwatch	The Stopwatch stops free-roaming characters in their tracks with the push of a button.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Collection Pen	Bring objects to the Collection Pen to activate other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Falling Object Generator	A generator that will drop falling objects into your Toy Box when it is triggered by other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Object Generator	A generator that will introduce objects into your Toy Box when it is triggered by other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Friend Generator	A generator that will introduce friends into your Toy Box when it is triggered by other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Enemy Generator	A generator that will introduce enemies into your Toy Box when it is triggered by other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Vehicle Weapon Generator	A generator that will introduce vehicle weapons into your Toy Box when it is triggered by other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Teleporter	The Teleporter can transport you immediately from one location to another.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Invulnerability Beacon	When this beacon is in your Toy Box, no players can be hurt or damaged.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Checkpoint	Players will respawn at the last Checkpoint that has been activated.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Party Cannon	This Party Cannon will launch a grand celebration when triggered by other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Safety Dome	Break this dome to retrieve whatever or whoever is inside. It can also be used to activate other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Area Light	A wide light to light up a large area.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Sound Effects	Causes sound effects to play when activated by other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Boom Box	This Boom Box will play music when activated by other Creativi-Toys.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Kill Switch	Anyone who touches this toy will be immediately eliminated.	Creativi-Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 11
	Stadium	A straight section of a stadium.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Stadium Gate	A straight section of a stadium with a gate.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Curved Stadium	A curved section of a stadium.	Set Pieces	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Green Basketball Jersey Costume	A toy in a basketball player costume.	Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Yellow Basketball Jersey Costume	A toy in a basketball player costume.	Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Referee Costume	A toy in a referee costume.	Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Tennis Player Costume	A toy in a tennis player costume.	Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Volleyball Player Costume	A toy in a volleyball player costume.	Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Hockey Player Costume	A toy in a hockey player costume.	Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	Football Player Costume	A toy in a football player costume.	Townspeople	Townspeople	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Soccer Ball	A soccer ball from ESPN.	Sports Toys	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Basketball	A basketball from ESPN.	Sports Toys	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Football	A football from ESPN.	Sports Toys	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Golf Ball	A golf ball from ESPN.	Sports Toys	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Tennis Ball	A tennis ball from ESPN.	Sports Toys	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Baseball	A baseball from ESPN.	Sports Toys	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Bowling Ball	A bowling ball from ESPN.	Sports Toys	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Hockey Puck	A hockey puck from ESPN.	Sports Toys	Physics Ball	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Soccer Goal	A soccer goal from ESPN.	Sports Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Basketball Hoop	A basketball hoop from ESPN.	Sports Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Goal Post	A goal post from ESPN.	Sports Toys	Custom	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Banner	A banner featuring ESPN's official logo.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Double Banner	A double banner featuring ESPN's official logo.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Scrolling Sign	A scrolling sign featuring ESPN's official logo.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Flag	A flag featuring ESPN's official logo.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Bench	A sideline bench featuring ESPN's official logo.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Award Podium	An award podium from ESPN.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Pylon	A pylon from ESPN.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Stadium Lights	Stadium lights from ESPN.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Track Railing	A track railing from ESPN.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Corner Track Railing	A corner track railing from ESPN.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	ESPN Curved Track Railing	A curved track railing from ESPN.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12
	X Games Barrier	A barrier from ESPN's X Games.	Sports Toys	Static	Toy Store Purchase -or- Disney Infinity 1.0 Save	Toy Box Toys - Page 12



Achievements and Trophies

Achievements & Trophies

#	Name	Location	Criteria	Xbox 360 and Xbox One Achievements	PS3 and PS4 Trophies
1	On the Level	Global	Level up one character to Level 20.	20	Silver
2	Level With You	Global	Level up two characters to Level 20.	50	Gold
3	You Got Skills	Global	Unlock 30 character skills.	30	Silver
4	The Long Hall	Global	Visit the Hall of Heroes.	20	Bronze
5	Seasoned Traveler	Global	Ride a mount and a motorcycle, drive a car, and pilot a flying vehicle.	20	Bronze
6	World Traveler	Global	Download five user-generated games.	20	Bronze
7	Door to Door	Global	Link five Toy Boxes together with Toy Box Doors.	20	Bronze
8	Toy Box Maker	Global	Publish your own Toy Box Game.	20	Bronze
9	Enemy Combatant	Global	Defeat 100 enemies.	20	Bronze
10	Enemy Onslaught	Global	Defeat 500 enemies.	50	Gold
11	Save It for Later	Toy Box	Save four Toy Boxes.	20	Bronze
12	All Four One	Toy Box	Play a four-player game.	20	Silver
13	Friendly Fire	Toy Box	Defeat another player's character.	20	Bronze
14	With Friends Like These. . .	Toy Box	Defeat another player's character 40 times.	20	Silver
15	Feat First	Toy Box	Complete 10 Feats.	30	Silver
16	Get on Your Feat	Toy Box	Complete 25 Feats.	30	Silver
17	Put Your Feat Up	Toy Box	Complete 50 Feats.	30	Silver
18	The World at Your Feat	Toy Box	Complete 90 Feats.	100	Gold
19	Good Buy	Toy Box	Purchase a full page of toys from the Toy Store.	20	Bronze
20	Shopping Spree	Toy Box	Purchase 100 toys.	50	Gold
21	Double Trouble	Toy Box Games	Play a Toy Box Game with two players.	30	Silver
22	Sidekickin' It into Gear	Toy Box Games	Unlock five sidekicks.	30	Silver
23	Super Sidekick	Toy Box Games	Collect 50 pieces of equipment for your sidekicks.	50	Silver
24	Trap Master	Toy Box Games	Place 50 traps in Assault on Asgard or Stitch's Tropical Rescue.	30	Silver
25	Survival of the Fittest	Toy Box Games	Complete Exploration Survival Mode.	100	Gold
26	INterior Specialist	Toy Box INteriors	Complete all INterior tutorials.	20	Bronze
27	Room for Expansion	Toy Box INteriors	Build a 10-room INterior.	50	Silver
28	INterior Decorator	Toy Box INteriors	Purchase 25 INterior decorations from the Toy Store.	20	Bronze
29	Master Decorator	Toy Box INteriors	Purchase 50 INterior decorations from the Toy Store.	40	Silver
	Platinum Hero	Global (PS3 and PS4 only)	Collect every Trophy.	N/A	Platinum